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ISSUE 62 ■ AUGUST 1994 ■ £3.95

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CD32 games *and* Amiga CD-ROM - now A1200 owners can have it all!

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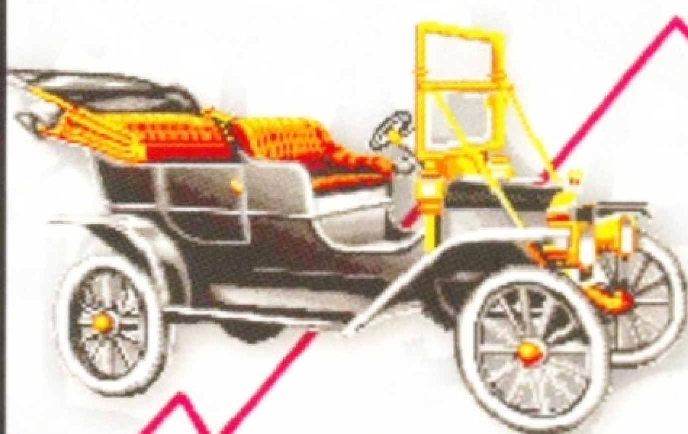


Requires Workbench 2 or better

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Works with all 1Mb Amigas

nuary February March April May June



PLUS! Commodore's new CD-based A1200? Full story - p20

REVIEWED: Banshee, Empire Soccer, King's Quest VI, Bump 'n' Burn Benefactor, Kick Off 3
PREVIEWED: Zeewolf and CD32 Mega Race

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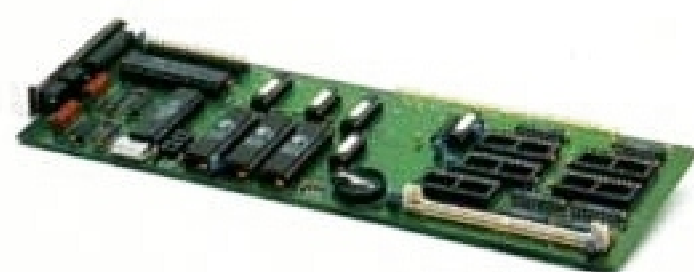
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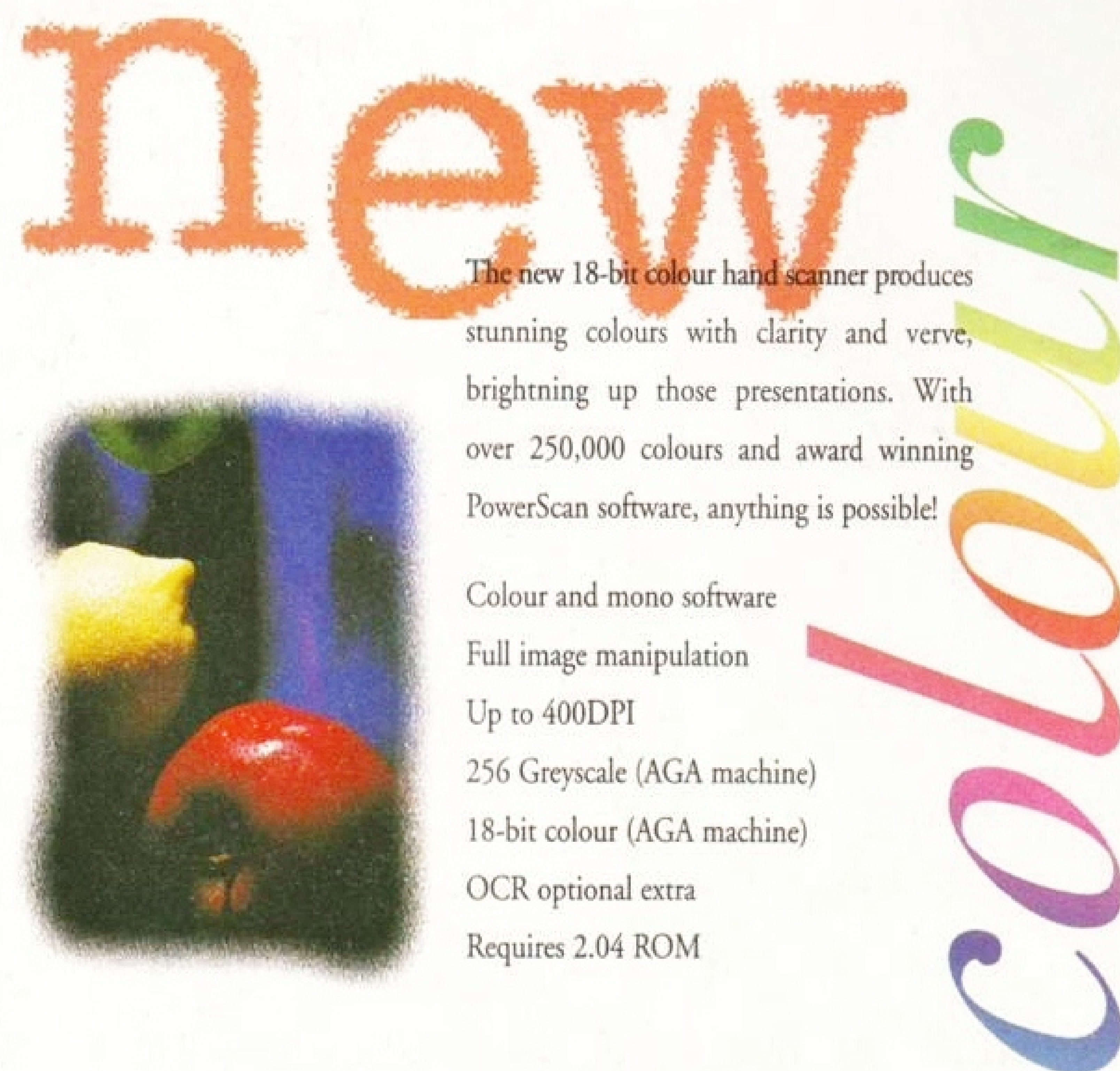
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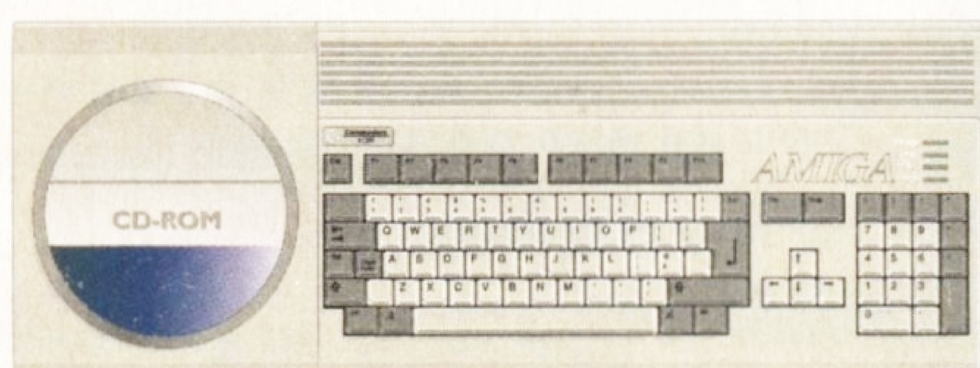
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AMIGA FORMAT

ISSUE 62 ■ AUGUST 1994

AMIGA NEWS



Could we see a CD-based 1200 before Christmas? *Amiga Format* has the answers over on page 21.

MAIN FEATURE



SERIOUSLY AMIGA

SCREEN PLAY

Page 41



Amiga Format's game of the month: Core's *Banshee* – p62

Every new Amiga game reviewed and rated!





Bump 'n' Burn (left) promises some very wacky races, while the legend of *Kick Off* continues with *Kick Off 3* (above).

CD-ROM p94

p94

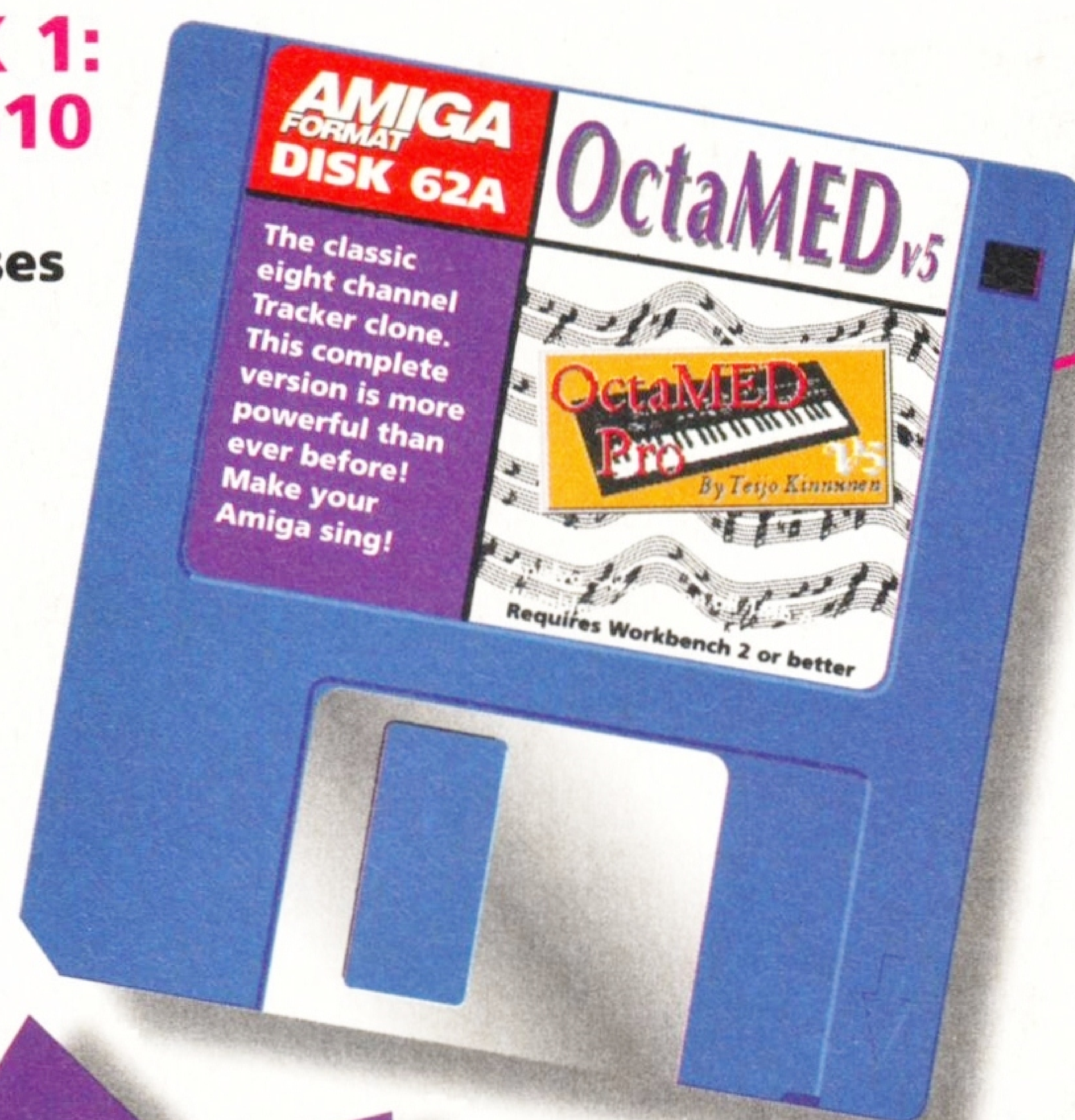
Indi Direct's Zappo drive takes star billing this month. Is it the answer to every A1200's dreams? Or is there a cloud in its silver lining? *AF* takes it for a spin...





COVER DISK 1: OCTAMED p10

Version 5 of *OctaMED* promises all manner of ways to make MIDI and Amiga music. If you've got rhythm, here's the music. Who could ask for anything more?



WIN! £4000 OF CD KIT! SEE P38



COVER DISK 2: DETRIOT p14

It is the early days of the automobile industry. But do you have what it takes to design, test and sell your cars worldwide? Find out in this sprawling demo of Impressions' great new game.

TUTORIALS

REGULARS

AMIGA FORMAT More people read *Amiga Format* than any other Amiga magazine on the planet!

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The proof? Commodore itself regularly chooses *Amiga Format* to prepare special editions of the magazine to be bundled with its machines. And surveys have consistently shown that retailers trust *Amiga Format*'s reviews above any other magazine.

So you know you can read *Amiga Format* with confidence. Welcome to the world's biggest community of Amiga users!

Steve Jarratt, Editor





This Month IN VIEW

Another new moon, another edition of *Amiga Format* 'has left the building'. Steve Jarratt ponders on the events of the last 720 hours...

This month sees a glimmer of light at the end of Commodore's darkened tunnel. As I write this, it looks very much like the solution to Commodore's problems will arrive in the form of a management buy-out. We have the full, exclusive story on page 20.

But whatever Dave Pleasance and buddies are going to do, they'd better do it fast. As this issue goes to press it has already been two months since Commodore voluntarily went into liquidation; by the time you read this, it will be three.

Every passing day of inactivity means one more store that has run out of A1200s (we've just heard that Dixons have no Amigas left in stock) and decided to fill that shelf with PCs instead... Another potential gamer who leaves a shop with a Mega Drive instead of a CD32... And another third party peripheral manufacturer who decides that maybe this market just isn't worth hanging on to.

In another couple of months Panasonic will be launching its 3DO player in the UK. Which, as a 32-bit CD-based games machine, will be in direct competition with CD32. 3DO should be no real threat to Commodore's machine, but if CD32's aren't being manufactured, and dealers have lots of shiny, new machines in their stores, it doesn't take a genius to figure which system will get the most shelf space.

Similarly, Power PCs are being pushed big-time with ads in the national press and on TV. The Amiga's going to have a tough time combating this sort of high power marketing, and the fact that there aren't any Amigas around doesn't help things one bit.

However, there is one market which the Amiga could make all of its own: interactive TV. PC technology can't hack it. Apple Macs are too expensive. Consoles are underspecced. No other machine has the necessary clout: the Amiga makes the ideal interactive TV terminal or 'set-top box'.

The promise of interactive TV is both appealing and dangerous. Let's face it, anything that encourages people to sit in front of the gogglebox more than they do already can't be good. But the lure of having all that information on tap is massive. Imagine being able to choose what film to watch; or being able to do the bulk of your shopping from your front room; or even being able to interact with a TV game show...

And when the system really kicks into gear, the possibilities are limitless. Almost anything can be compressed and sent down the fibre optic network – text, pictures, sound, MPEG video, game code, you name it. And the two-way nature of the information superhighway means that you can interact with all this data. Later on you'll be able to access all manner of services, tapping into Internet, downloading the latest on-line version of *Amiga Format* with interactive reviews...

John Kennedy describes what could be the biggest communications revolution since the telephone – and just how the Amiga is involved, over on page 26.

Just as interactive, but a darn sight sooner is The Future Entertainment Show. After last year's consolefest, this year's event is aimed directly at computer owners – specifically Amiga owners. I've been given the task of organising the Amiga theatre, where *Amiga Format*, *Amiga Shopper* and *Amiga Power* will be providing a whole host of presentations, discussions and talks on various Amiga-related topics.

We're not short on ideas, but I'd like some feedback from you to find out exactly what you'd like to see, and who you'd like to put on the spot. Each talk lasts about 45 minutes and can be on any subject (within reason). So what do you fancy? CD-ROM? Amiga art? Music? Programming? Q and A sessions? Please, write to me at: Amiga Theatre, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW. That way we can make sure you'll enjoy the show as much as possible.

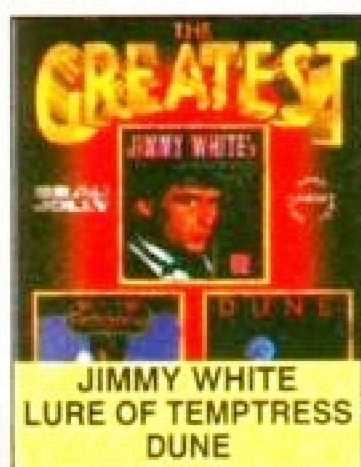
Check out the news pages for the latest on the FES and The National Games Championship.

On a sadder note, this month saw the passing of Jay Miner. The man who was widely regarded as the Father of the Amiga died on June 20 at the El Camino hospital in Mountain View, California. He had suffered all his life from kidney problems and it was this that finally caused his demise.

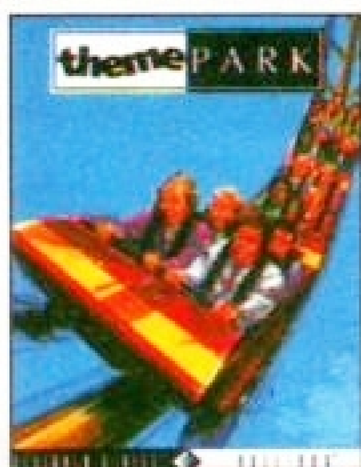
Jay first entered the world of silicon when he helped design the Atari VCS. He was then instrumental in setting up Hi-Torro, the company which designed the original Amiga chipset, before Commodore stepped in and bought them out under Atari's nose. Jay later moved back to Atari and designed the Lynx – a superb machine that the ailing company failed to do anything with.

Jay Miner always remained a fervent supporter of the Amiga and Amiga users. During an E-mail discussion, one fan narrates how Jay spoke at a user's group, even though his kidney problem had flared up badly. He then flew home to be met at the airport by an ambulance which rushed him to hospital for emergency surgery. There are few people who would have done the same.

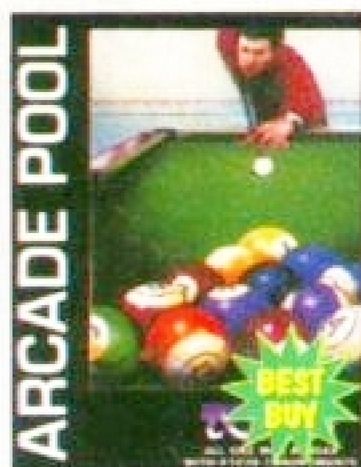
It's difficult to ignore the irony that Jay Miner should die at a time when the fate of his machine also lies in the balance. Let's hope that his creation can live on to become his epitaph.



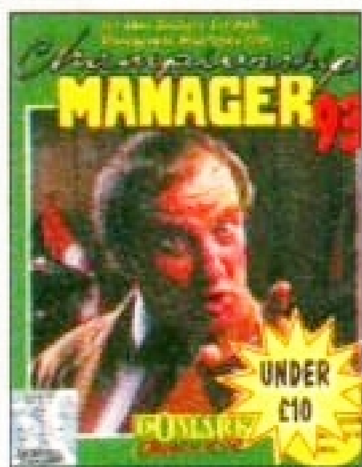
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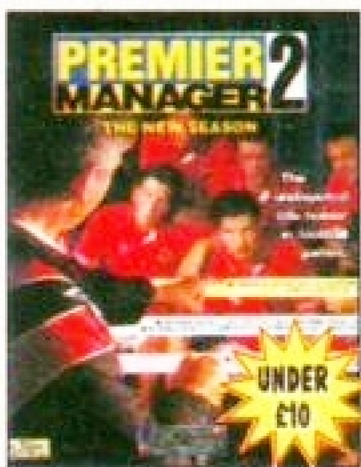
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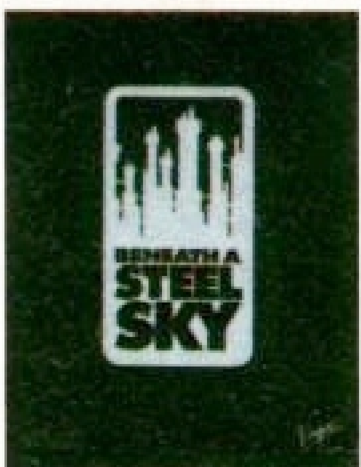
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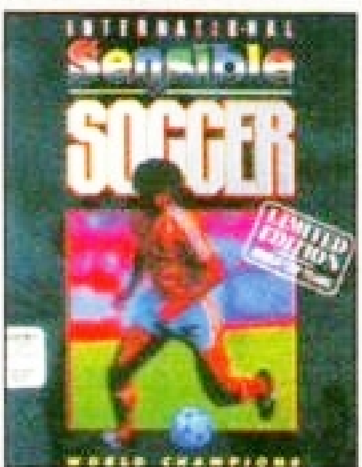
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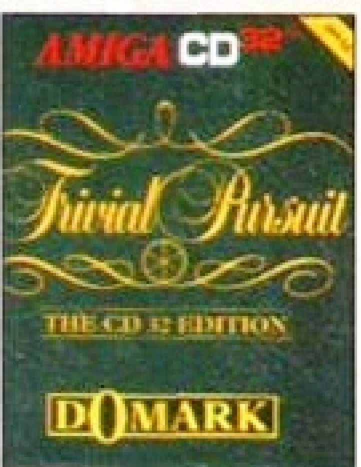
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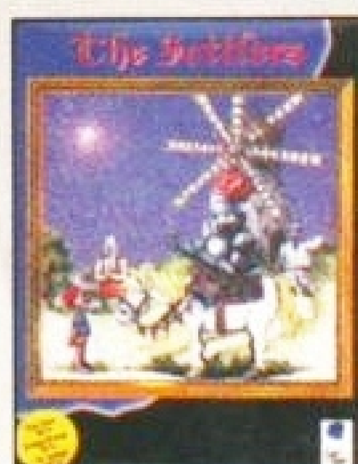
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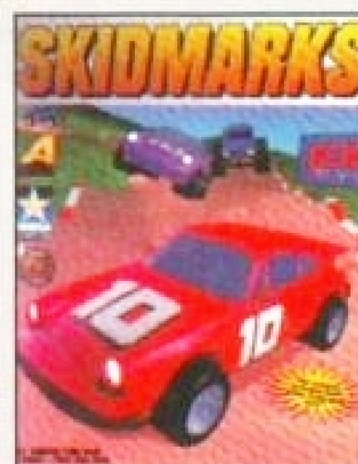
SETTLERS 23.49



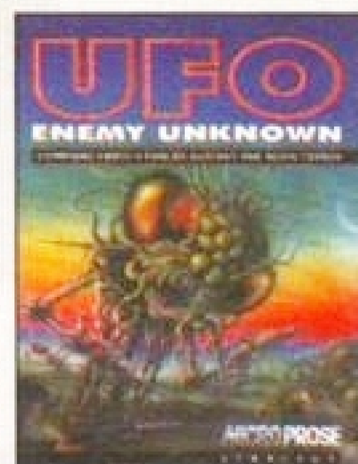
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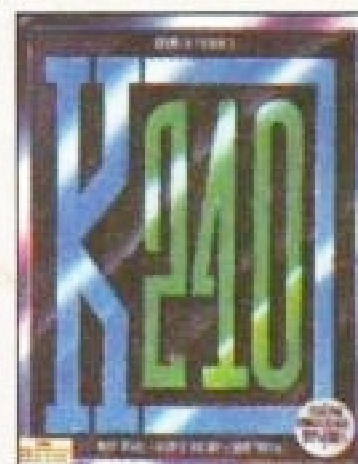
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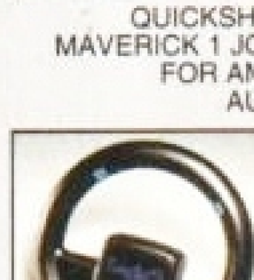
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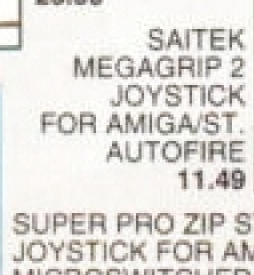
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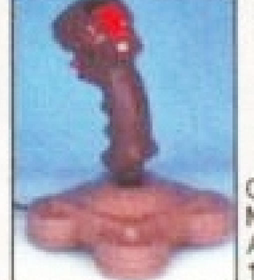
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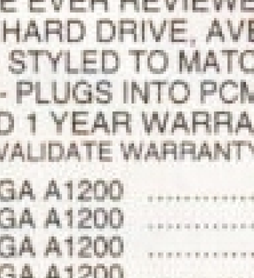
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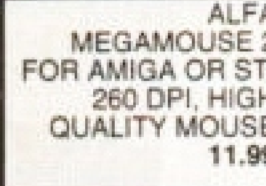
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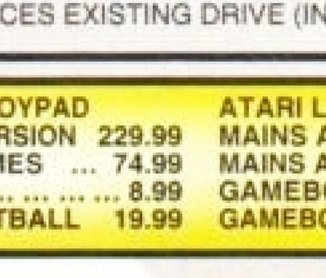
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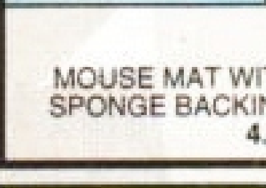
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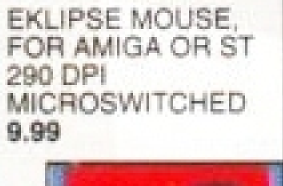
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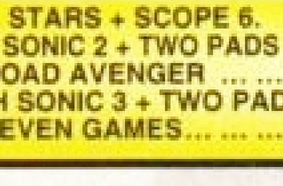


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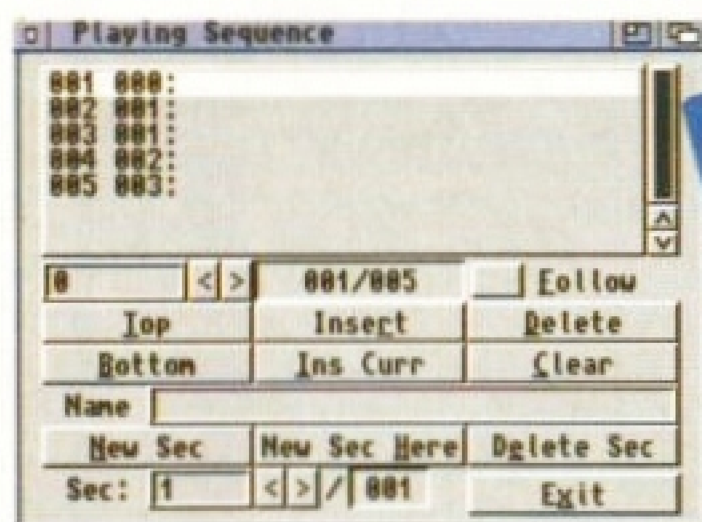
Anybody can enter. Anybody can WIN!

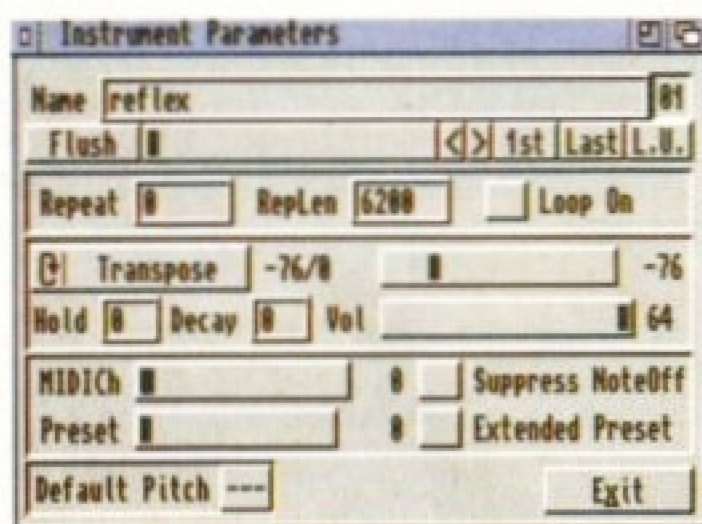
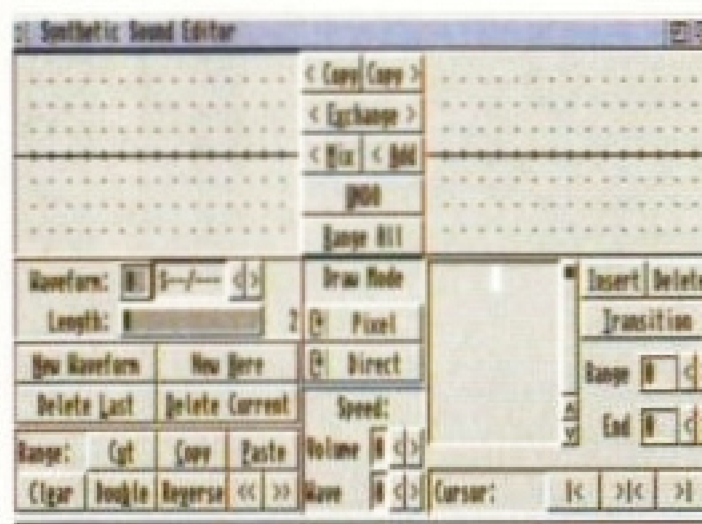
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LONG AMIGA FORMAT

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BEFORE YOU START

OctaMED 5.0 is an autobooting disk so you don't need to load Workbench first. After a few seconds disk access, the Workbench installed on the *OctaMED 5.0* disk appears. Now move the mouse pointer up to the *OctaMED* disk icon and double-click on it to display the contents of the disk. A large icon in the shape of a MIDI keyboard labelled 'OctaMED.V5' appears – double-click on this and *OctaMED 5.0* loads.

On the disk is a file called 'OctaMED.guide'. This is an *AmigaGuide* document file which can be viewed by double-clicking on its icon on the Workbench when you boot up *OctaMED*. Note that this file cannot be viewed from inside *OctaMED*. Our Coverdisk is so full that this file had to be compressed using *PowerPacker* – so it can't be displayed using an *AmigaGuide* utility other than the one on the Coverdisk.

When you load *OctaMED*, pressing the Amiga's keys has no effect, so you must first load a tune into *OctaMED*. We've included a tune called 'fairlight.MOD' to give you a taste of what *OctaMED* can do. It also contains a number of sampled instruments to use in your own musical creations. To load this tune, select 'Open...' from the *OctaMED* Project pull-down menu and then select 'Fairlight.mod' which can be found in a drawer labelled 'mod' on the Coverdisk. Once it's loaded, click on the 'Play Song' gadget to hear the tune in all its glory.

OCTAMED PRO 5.0



Put your musical talents to work with the definitive tracker clone, *OctaMED Pro 5.0*. Jason Holborn takes you through this brilliant music program.

Have you ever wished you too could write the same type of catchy foot-tapping tunes as 2 Unlimited or even Take That? If so, then you're a very, very sad person indeed. Unfortunately, however, *OctaMED 5.0* doesn't have built-in quality control, so you can use this month's fantastic music composer to write anything from a mindless 2 Unlimited techno stomper to a mellow Glen Campbell number. Whatever your taste in music, *OctaMED 5.0* can handle it.

OctaMED 5.0 is the latest and greatest version of Teijo Kinnunen's brilliant *MED* (Music EDitor) utility, a program that transforms your Amiga into a fully-fledged music Workstation capable of recording, editing and replaying musical tracks using either external MIDI instruments, the Amiga's own sound capabilities or a combination of both. What really sets *OctaMED 5.0* apart, however, is the number of sound channels it offers. As its name suggests, *OctaMED 5.0* isn't just restricted to the four channels that other tracker

Each month, *Amiga Format* scours the world for the very best in serious utilities and games demos. That's why *AF* Coverdisks are consistently better than the competition – you can depend on it.



clones offer. Far from it. *OctaMED* gives you an amazing eight channels of scintillating stereo sound on any Amiga.

OctaMED 5.0 can play back music using four different types of instrument – Amiga samples, external MIDI, synthetic or hybrid sounds (a combination of samples and synthetic sounds). Amiga samples are perhaps the most accessible of these three types of instrument as just about any sound sample can be loaded into *OctaMED 5.0* and used as an instrument – you can even sample your granny gurgling her tea and then use it for the bassline of a rave track – if you're lucky enough to own a sampling cartridge (check out our mail order offers on page 136 if you haven't got one).

OctaMED is slightly different to conventional music programs as it works more like a drum machine than a program like EA's *Deluxe Music*. Instead of building up your tunes by placing notes on to a stave, *OctaMED* tunes are built up from blocks (also known as patterns). A block is a short section of music that forms the building block of an *OctaMED 5.0* tune. The great thing about this approach is that the same block can be used over and over again – you could, for example, have the chorus of a song defined as a block and then play it several times within a track without having to enter the same music data over and over again.

Each block is made up of between four or eight tracks, each of which holds all the music data for a particular sound channel. Each track contains all the note data for one channel of music in the form of a list of notes which are placed into a grid of 64 possible note positions.

And remember that *AF* Coverdisks are interactive: we want to hear your compositions – if they're good enough, they just might find their way on to a future Coverdisk. Similarly, if you have hints 'n' tips on making better music, let us know!

Continued overleaf ➡

OCTAMED ONLINE!

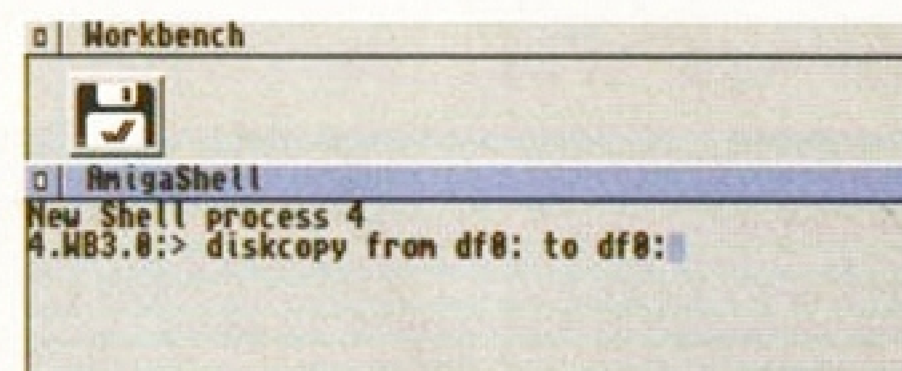
If you're lucky enough to own a modem then why not give RBF Software's new *OctaMED* Bulletin Board System a ring. Although the board is still in 'beta test' stage (the official opening is on October 2), RBF Software will still welcome any *OctaMED* users who care to give the board a ring. What's more, they positively encourage it – not only does it help them to test the board (setting up a BBS is a big job!), but you'll also have full access to over 700Mb of *OctaMED* utilities, music modules and samples which can be downloaded for the price of a telephone call. Call the *OctaMED* BBS on 0703 703446 (24 hours). It supports speeds from 1200 to 14.4k HST(DS).

BACKING UP YOUR COVERDISK

Copying your Coverdisk is very simple. Just follow the stages below:

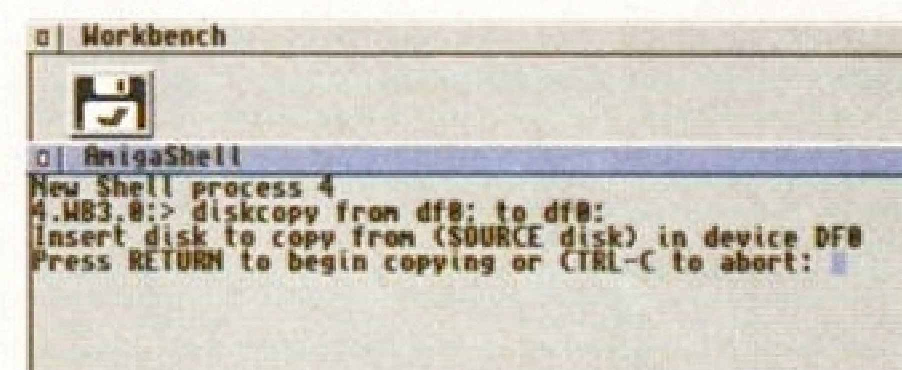


1 Boot up with your Workbench disk, and find the icon called Shell, which should be in your system drawer. Double-click on this to go into the Shell itself.

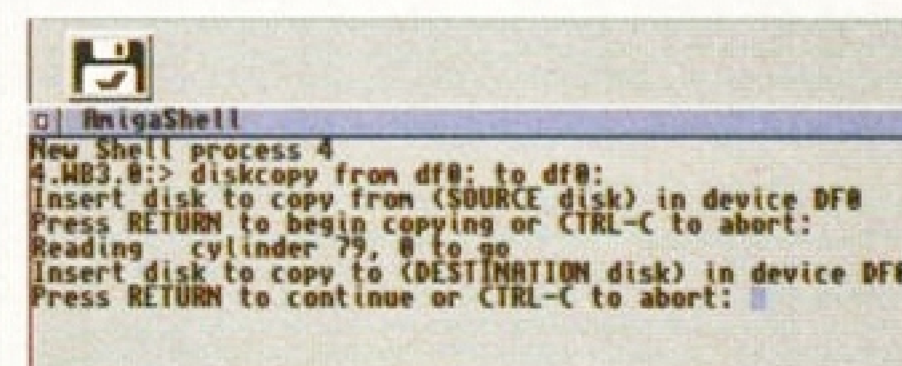


2 Type in the following line exactly as it appears here, taking care to put the spaces in the correct places:

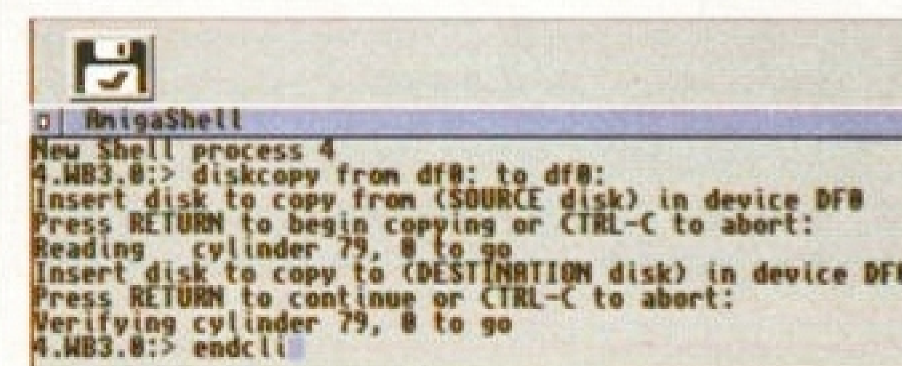
```
DISKCOPY FROM DF0: TO DF0:
```



3 When asked for the source disk, insert the Coverdisk and press Return. All of the information on this disk will then be copied from the disk into memory.



4 Once your Amiga has read the info, it will ask for the destination disk. Insert the disk you want to copy to and press Return. All information on this disk will be destroyed.



5 On an unexpanded machine, the Amiga may ask for the source disk again, as it copies in chunks. Finally, type Endcli to close down the Shell. Your copy is complete.

DISK NOT WORKING?

We produce a whole truck-load of disks every month, so you can imagine that a few will turn out to be bad. Sad, but true. So if you are the unfortunate parent of a problem disk, send it back, including a stamped addressed envelope for a free replacement disk to:

Amiga Format (insert the name of the disk) Coverdisk, Discopy Labs Ltd, PO Box 21, Daventry, NN11 5BU.

MAKING MUSIC

Now you know what *OctaMED 5.0* is all about, here's how to get in tune.

PLAYING YOUR TUNES

This block of five gadgets are *OctaMED 5.0*'s 'transport controls' – that is, the group of gadgets that allow you to play your tune and then stop it once it starts to drive your neighbours barmy.

Two types of playing function are offered – Song and Block. Clicking on the Play Song gadget plays the current song from the beginning, irrespective of whether the current block is the first to be played. Clicking on Cont Song, on the other hand, restarts the playing of a song from where it was last stopped. The two block functions, play only the current block over and over again.

TRACK SELECTION

Running along the top of the four-track displays are the track selection gadgets which allow you to turn tracks on and off so that they are either played or muted. By default, all tracks are turned on (blue) but any track can be muted by clicking on the appropriate track selecter which turns grey. Clicking on the same selecter again turns the track back on.

SONG EDITING

OctaMED songs are constructed from blocks which are strung together using the *OctaMED* song editor. The song editor is accessed from the main *OctaMED* screen using four gadgets labelled Sg, Sc, Sq and B (short for Song Selector, Section Editor, Playing Sequence and Block Editor). Clicking on Song Selector allows you to select which song you wish to work on if more than one is loaded into memory.

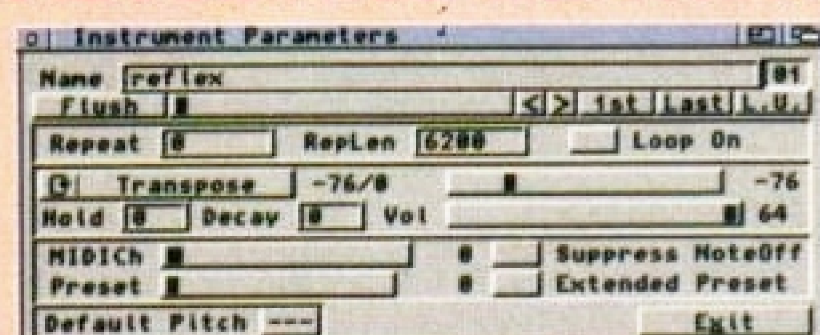
The most important of these gadgets is the Sq gadget which brings up the Playing Sequence. When you click on it, a window appears containing a list of all the song positions which form the backbone of your song. If you haven't loaded a song into memory, this requester contains one entry – 001 000 – which is the default song position. The Insert gadget adds extra song positions which can be assigned to play other blocks which you may have defined.

Finally, we have the B gadget which brings up the Block List requester. This allows you to fiddle around with any blocks that you have defined and even create more.

EDIT CONTROLS

These three gadgets control how and when music data is entered into the track displays. Clicking on the Edit gadget turns music editing on, allowing you to enter music data by simply pressing the Amiga's keys. The Space gadget turns on *OctaMED*'s spacing function that automatically inserts a blank note position between each note that you enter into *OctaMED*. This feature is handy when entering rhythms.

ADJUSTING INSTRUMENTS

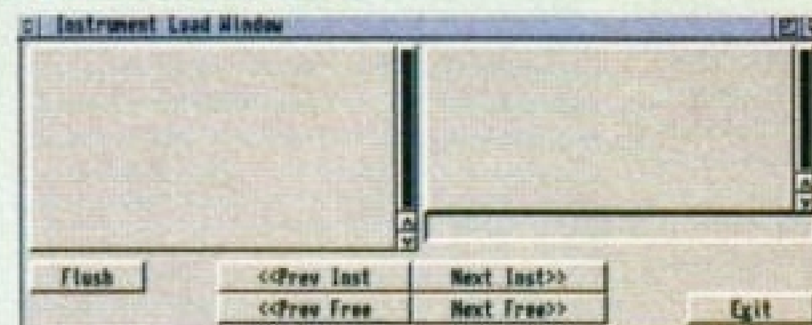


Clicking on the Inst Params gadget brings up a window containing a whole range of functions which give you extensive control over how the current instrument is played.

Clicking on the Loop On gadget, for example, forces *OctaMED* to play the sample continuously if loop points have been defined in the *OctaMED* sample editor.

The Transpose function comes in handy if you need to tune your samples. Directly right of the gadget labelled Transpose is a proportional gadget with a handle which, by default, will be in the centre of it. To the right of this is a number which, if the sample has not already been transposed, is set to zero. If you drag the proportional gadget's handle (the little black bar inside it) left or right and then press any key on the Amiga's keyboard, you should hear the sample played back at a different pitch.

LOADING INSTRUMENTS

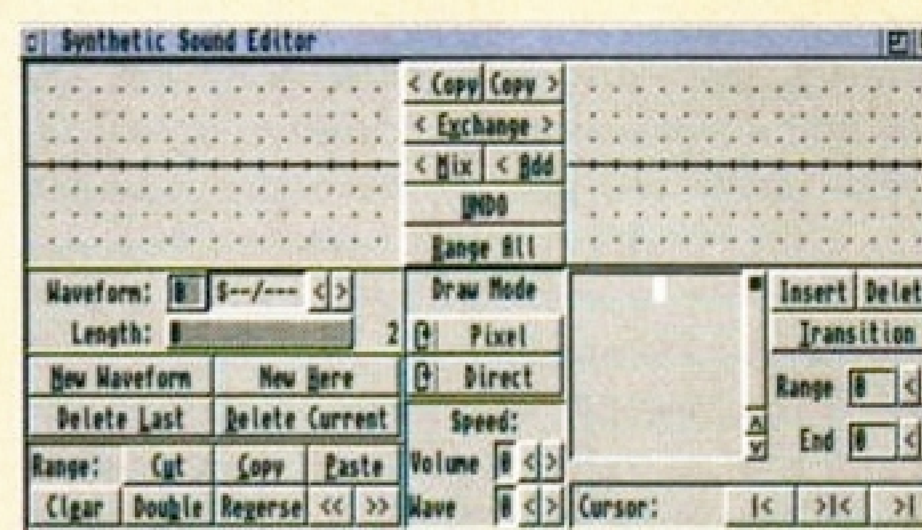


First, load at least one sampled instrument into memory. We haven't included any on the disk but you can use the instruments in the module *Fairlight.MOD* which is in the *Mods* drawer.

To load your own sound samples, each one must be loaded into its own pigeon-hole. The current sample number appears on the left of these three gadgets and its name is shown in the string gadget on the right.

To load a sample select a free pigeon-hole, then click on the gadget with the two vertical arrows and the Instrument Load Window appears. Click on Next Free and a free pigeon-hole is selected. Click on Exit and you'll be returned to the main *OctaMED 5.0* screen. Now click on the gadget immediately to the left of the Instrument name string one and a file requester appears. You can now load an IFF sample into memory.

SYNTHETIC INSTRUMENTS

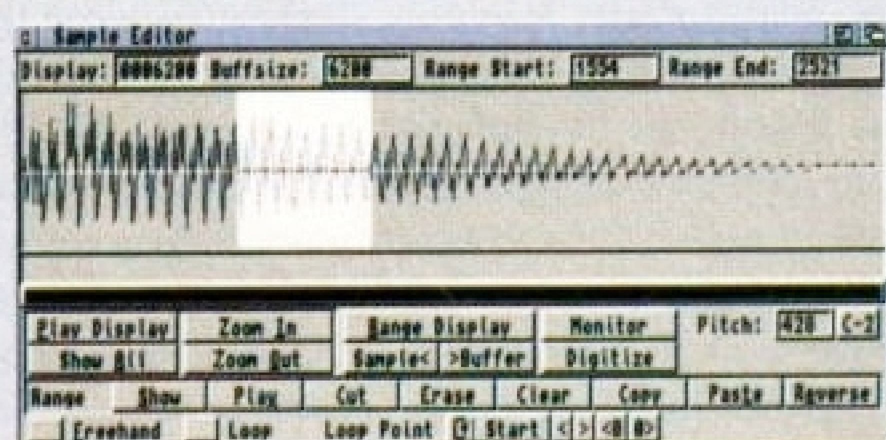


A unique feature of *OctaMED 5.0* is its support for synthetic instruments. Unlike samples, synthetic instruments are created from layered waveforms similar to those used on professional synthesizer keyboards. Not only do synthetic instruments have a more analog feel, but they also take up only a fraction of the memory used by samples (which is ideal if your Amiga doesn't have a lot of memory anyway).

Clicking on the Synth Edit gadget brings up the Synthetic Sound Editor, a window which contains a vast array of functions for building and editing synthetic instruments. In order to create a synthetic instrument, select New Synth sound from the pull-down menus and then move the mouse pointer to the waveform display on the left and (while holding the left mouse button) draw a sine wave. Once you've done this, let go of the mouse button and press a key on the keyboard. With a little bit of luck, you should hear something that sounds vaguely synthetic. Clever huh!

OK, so it's hardly the most pleasant sound you're likely to hear emanating from your Amiga. It is possible, however, to layer several wave-forms to produce a more complex sound.

EDITING SAMPLES



Click on Edit Sample to bring up the *OctaMED* sample editor window. If you have a sample loaded into the current sample pigeon-hole, it is displayed on the screen as a graphical waveform. Below this display are the sample editing tools – Zoom In and Zoom Out, for example, allow you to adjust the magnification level of the waveform display.

You can also edit the sample data directly by marking a range on the waveform display. You can do this by clicking and dragging the mouse pointer left or right to highlight the area of the sample that you want marked. Once the range is defined, it can be cut into a memory buffer, erased from memory, copied and even pasted back into the same sample.

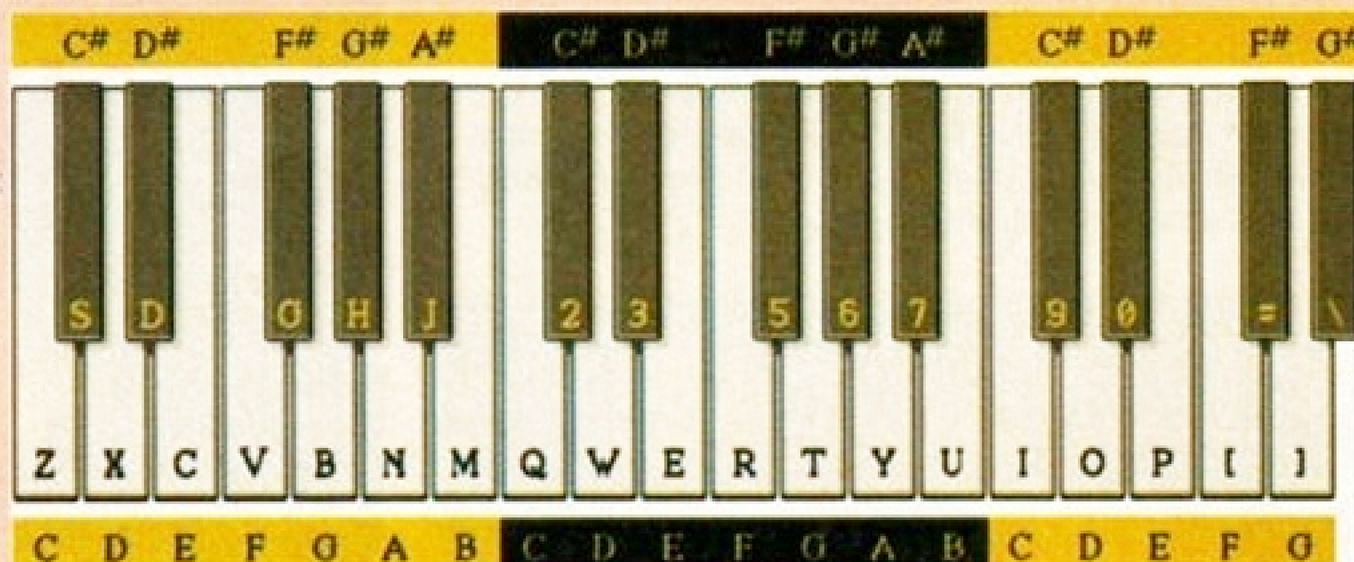
TEMPO CONTROLS

Hiding directly below the instrument parameters, edit samples and edit synthsounds gadgets is *OctaMED 5.0*'s tempo controls which give you precise control of the playback speed of your *OctaMED* tunes. By default, the tempo is measured in beats per minute (BPM) but you can switch this to *OctaMED*'s own programmer-orientated speed measure if you wish. By default, *OctaMED* tunes run at 125 bpm but you can speed up or slow down the tempo using the proportional gadget next to the tempo controls. The longest slider gadget is the *primary tempo* control and the smaller slider is the *secondary tempo* control.

ENTERING MUSIC DATA

Music data is entered into *OctaMED* using the Amiga's keyboard as a sort of pseudo musical one. Obviously, the keyboard doesn't have either black or white keys and so *OctaMED* gets around this limitation by mapping the notes on a music keyboard to keys on your Amiga's keyboard – the 'Q' key, for example, plays note C and the 'R' key plays note F.

The most dominant feature of the *OctaMED* screen is the four-track displays which show the note data for each track. Running through the centre of all four-track displays is a white line that highlights one note position in each track. Inside this white line on the first track is a grey square which is the editing cursor. This cursor marks where any editing functions will take place and it can be moved in all four directions using the Amiga's cursor keys. Go on, give it a try!



Before you can enter note data, turn on note editing by clicking on Edit which is above the track displays on the far left of the screen. Once this is selected, pressing any key on the Amiga's keyboard enters a note into the track display at the current cursor position. Notes are displayed in the following format:

A#2 30000

The first three characters of this string indicate the note value (A#) and its octave (2). The single digit (3) indicates which instrument this note will use when it is played. Don't worry about the last four numbers – these are used for a number of special effects such as vibrato and for changing the tempo half-way through a block. For more details on these special effects, check out the *OctaMED* documentation file on the Coverdisk.

OctaMED also provides a comprehensive notation editor which allows you to view your music in standard music notation form. This can be accessed by selecting Notation Editor from the Display pull-down menu.



DETROIT

Opportunity knocks for the car entrepreneur. Have you got what it takes to design, build and sell your cars to the world? Find out now...

4 STEPS TO CAR HEAVEN

1 *Detroit* is a self-booting disk. It is also hard drive installable – it runs much faster from the hard drive.

2 If you are booting from floppy disk ensure it is write-enabled otherwise it won't work – make sure the black tab covers the gap.

3 Use your left mouse button to click on the commands and the right mouse button to exit to the main factory screen.

4 When you have finished your go, return to the main factory screen and click on the Month End icon in the bottom right corner.

The year is 1908 and the world's streets are relatively quiet. Why? Because there are no cars, no MOT, insurance or road tax (hurrah), only horses and the odd, posh horse-drawn carriage. But you know better, for you're about to launch yourself into the car industry. A Henry Ford wannabee, your task is to hire a workforce and design, build and most importantly, sell cars. But you've only got 12 months and a maximum of $250,000 in capital to start with. Have you got the necessary business nous to succeed? And do you possess a ruthless streak — you may have to hire and fire staff at will when ventures go wrong.

Detroit is a realistic and entertaining strategy game and our exclusive demo is for four players (three can be computer or human). There are six difficulty levels – five offering a different amount of starting capital and one where you even have to secure a loan.

Detroit is probably *Amiga Format*'s most comprehensive games disk to date; it offers every feature from the full version, apart from marketing and advertising. Oh, and our demo lasts a year, the full package a century, so you can't design a Porsche Carrera. The complete game takes into account issues such as demand, world wars, inflation, wage increases and much, much more.

We'll bring you a full review of the game next month. *Detroit* will be available in two versions – A500 and A1200. Contact Impressions on 071-351 2133 for further information.



Detroit **is not just about building cars. You must also have the business nous to sell them around the world.**

About the game

Detroit is a huge demo and it's impossible to explain everything you can do over just two pages. All we can do is tell you the basics and leave you to experiment and get the best out of it.

First you must decide on the difficulty level and how many humans are playing – the computer opponents always join in. Next you'll see the territory map – click on an area – it's best to use the NW, NE America or Northern Europe to start with. Enter the name of your company and car model or leave them as *Amiga Format* and Amiga 500. You always start with a certain amount of money, a factory and a sales office in the area you chose and enough assembly workers to man the line; you also have a number of research technicians waiting to be assigned to projects. Figures are already set for wages and car prices, but it's up to you to experiment to determine which are best.

You don't have to start designing new cars straight away but it's darned good fun, so click on the Design building. The following instructions are for those that have designed a new car to go into production. There are five styles of car – you can modify the front, middle and rear and choose from loads of colours. Up to 16 designs can be stored at any one time. It's best to start with a Family Sedan as they are more likely to sell. Click on PART for the internal bits of the car – you only have one engine and brake type available. Later, if you invest in research you will have more choice.



Factory

Click on these buildings: 1) Archives, 2) Design, 3) Research, 4) Marketing, 5) Sales/factory, 6) Company name, 7) Month end, 8) Message box, 9) Current funds, 10) Current date, 11) Administration.



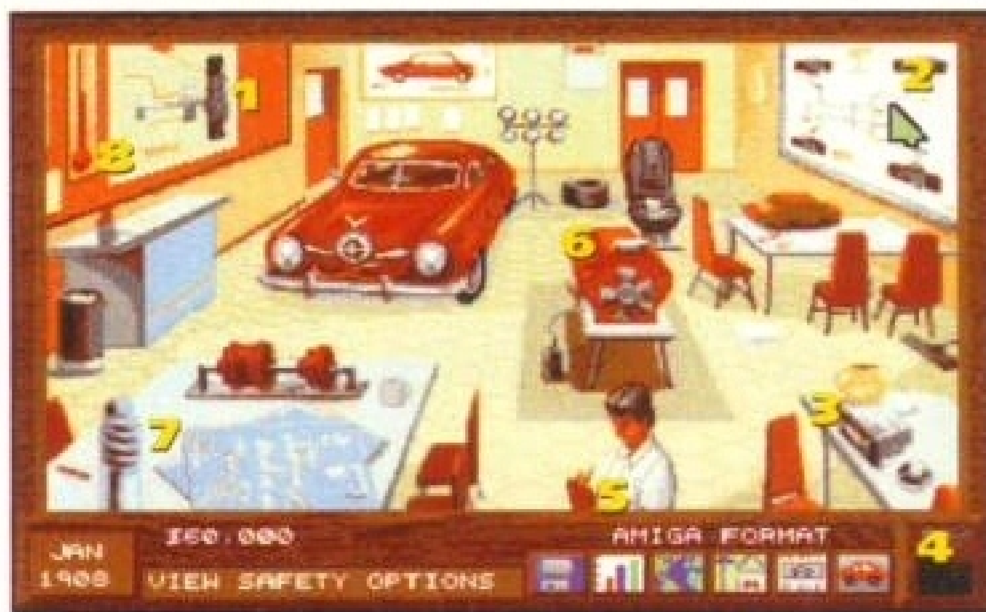
Administration

1) Personnel, 2) File manager, 3) Contact the bank, 4) Return to factory, 5) Reports and graphs.



Personnel

1) Benefits sets aside a percentage of total wages for the benefit of the workers – like a profit share. You don't have to give them anything, but it's a good idea to do so. 2) Tech – click on this to hire technicians. 3) Assm – stands for Assembly workers – they build the cars. 4) Done – click on when you've finished hiring. 5) Avail – how many workers are available. 6) Idle – workers hired but not assigned tasks. 7) Emp – tells you how many workers hired and assigned tasks. 8) Wages – the monthly rate you are paying the workers. 9) Hire – when you want to put more people to work, click on Hire for the type of worker. 10) Fire – for when you want to lay off workers. 11) Wage – click on Wage when you want to set or change the monthly pay rate.



Research
This is how you find your way around the lab: 1) Brakes, 2) Safety, 3) Luxuries, 4) Return to factory, 5) Research menu, 6) Engine, 7) Suspension, 8) Cooling.



Territory
There are 16 different territories scattered around the world. Move the mouse over the map to find the one you want and then click the left mouse button.



Designing a car
Click on Type to change the style of car – there are five in all. It's best (and fun) to spend quite a bit of time experimenting on developing the cars.



Car test
The easiest way to test the cars is to click on Test All and then click on Run. A series of tests are carried out and they are shown on the screen.

When you are happy with the car, click on MAKE to instruct the technicians to start constructing it. After confirming this you can now test the car – which is vital before it goes into construction. Click on TEST ALL and then RUN. This all costs money and you will see your total depleting constantly. The OVERALL rating that appears near the bottom left column of readouts reads between 0 and 100 – the nearer to 100 the rating is the better it is.

You might want to hire more workers now. If so, click on Administration, then Personnel and assign Assembly workers and Technicians as you see fit – err on the side of caution, they all cost money. If you want to expand your Assembly line, click on Sales/Factories, then click on your territory. In the Factory box, click on Raise to increase the level of technology in your factory. Then click on Detail. If you're already producing a car, click on Line 2, then Model, then click on your new car, then Use. Click on Assign to put workers on that line. Use the Plus button to put the idle workers you hired from Personnel to work building your new car. Finally, click on Done.

SNEAKY TOP TIPS TO JUMP INTO THE DEMO

(But don't read them if you want to be a real big wheel in the industry.)

1 Start on the Very Easy option. You get $250,000 starting capital.

2 Choose North Eastern USA for your territory. You won't sell many cars outside the USA and Northern Europe.

3 On the Sales and Factories screen, raise the Tech Level to three. It increases efficiency, requiring fewer workers.

4 Click on NE USA territory, go into the Mega Menu and changes the models on lines 1, 2 and 3 to Amiga 500.

5 If you have more than 20 workers assigned to the first line click on FREE and ASSIGN them equally to all three.

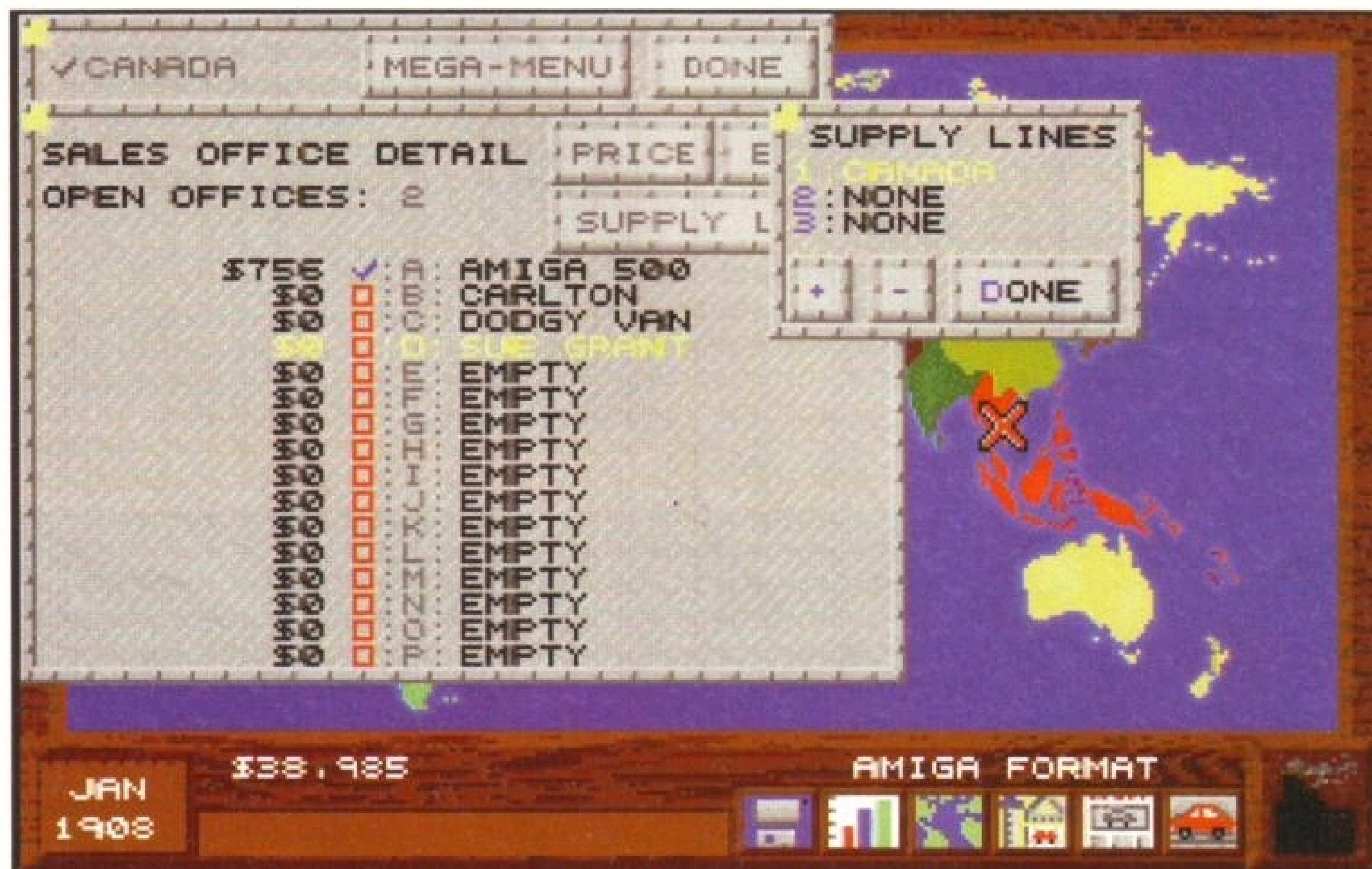
6 Now click on SE USA in the Sales and Factories screen and then on OPEN, to open a sales office.

7 Repeat the last step in NW USA, SW USA and Northern Europe.

8 Go back into Mega Menu by clicking on NE USA and then click on MODEL. Set a price for the car and a blue tick will appear indicating that it's for sale.

NB: Once you've set the price for the model, SUPPLY LINE 1 for your other sales offices changes to NE USA. The demo knows you're only producing cars at NE USA – which is your only factory.

9 Click on Month End – you should have made a small profit. Go into ADMINISTRATION and click on Generate Reports. Choose Model and find out how many cars you made and where you sold them. Check out the other reports while you're there.



Supply
Once the cars have been assembled you will have to sell them. Unfortunately the demo doesn't include the Advertising option so you can't tell the public about your vehicles – you have to rely on instinct. At the start, it's best to sell the cars in the States where the market is primed. You can have up to three supply lines in each territory. Click on the Sales and Factories screen, and in the Office panel click on Detail. You need to establish the supply line to get the cars to the dealers although every time you have a factory and sales office in the same territory, the factory automatically becomes the first supply line for that office. Setting the right price for the cars is crucial if you are to succeed. You can also set different prices for the same model in different territories.

COMPETITION
Are you a motor mogul?

How much money did you make in 12 months? And how did you achieve it?

We've got five copies of the full game of *Detroit* to give away to the top motor moguls. Drop it in an envelope to:

I'm a Motor Mogul, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

And specify whether you want the A500 or A1200 version.



AMIGA FORMAT COVERDISKS EXTRA!

GOT A PROBLEM WITH YOUR COVERDISK? CALL 091-385 2627



It's inevitable that some readers will have a few problems using their Coverdisks. Here we answer some of the questions which crop up most.



FRACTALPRO AF56

Several people claimed that this program simply didn't work after they had selected Draw. The software indicated that it was drawing but nothing ever happened.

Have patience. If you had to calculate the cube roots of some equation to 20 decimal places for each pixel on a high-res screen, it would probably take you more than two minutes.

You can flip to the fractal screen and see things being drawn using the standard Amiga screen flipping keys (Left Amiga & N or M).



PROVECTOR AF58

There is nothing wrong with this one. It uses the ARP.library, as do many other Amiga programs. This library, like all other libraries, has to be located in the LIBS drawer of the start-up disk. If you are booting up from Workbench, this is the LIBS drawer on that disk.

The ARP.library is provided with the disk, in the LIBS drawer, so you can just copy it to your boot-up disk. For example, put the *ProVector* program disk in the drive and type:

```
copy df0:libs/arp.library        Libs:
```



MUSIC-X AF58

A600 owners, and anyone else with only Chip RAM, should follow the instructions for A1200 owners, otherwise they will find they have little room for samples.

Also, many people seem to be getting a message regarding missing fonts. The fonts are on the disk, OK! If you boot up from the *Music-X* program disk, like it says to do in the instructions, there's no problem.

If you want to boot off any other disk, copy the font into the FONTS: drawer of your boot-up disk. This is not complicated – it is how the Amiga works (and the PC and the Mac).



INDEXER AF59

There are several stages to this operation. Once you have decompressed the disk, copy the fonts to the FONTS: drawer of your start-up disk, the libraries to the LIBS drawer and make the Assign command.

If any one of these things isn't done, the program crashes or won't be able to find the data:

`Assign Indexer: DF0:xxxxx` (Where xxx is the pathname where you installed indexer.)

```
Copy  Indexer:fonts/#?  fonts:  ALL
Copy  Indexer:libs/#?  libs:
```



DEMO MANIAC AF60

There are lots of problems with this, because Black Legend gave us a very bug-ridden product. If you are getting unexplained gurus, the most likely cause is a software bug.

LIBS, FONTS AND ALL THAT

There are lots of files and commands associated with the normal running of computer software. In everyday use, you may not come across them, but you will when you try to install software.

LIBRARIES – These are compact routines which are compiled as a separate library. They contain commonly-used routines and mean that programmers can write new utilities without having to re-code all the basic routines all the time. Libraries should be located in the LIBS drawer of your start-up disk. This is automatically assigned to the path LIBS:

FONTS – Amiga fonts come in many varieties, but the most common are bitmap fonts. Most programs use the system fonts, but some may use their own. In this case, the font must be present in the FONTS: drawer of your start-up disk.

ASSIGN – The assign command is used to make pathname shortcuts. It does this by creating a logical or virtual device – one that doesn't exist, but points to a pathname that does. The usage is:

`Assign    <device name>    <path name>`

So, if you had installed a program from disk called *Paint* and installed it to a hard drive in the utilities drawer, your command might look like:

`Assign Paint: hd0:Utilities`

IN GENERAL

A few things to remember about Coverdisks:

- **Read the instructions fully.**
- **With most disks, it is usually easier to boot-up from the actual decompressed Coverdisk. This disk has all the fonts, libraries and devices required by that program.**
- **If you boot from another disk, you may have to copy some libraries or fonts over. Use the copy command, or drag the files, having first switched on Show All Files mode.**
- **To install your software on a hard disk, you may have to make an assign or two. The assigns should be of the original disk name, and point to the new file path.**

HOW TO CONTACT AMIGA FORMAT

The best way to get an answer from *Amiga Format* is to make sure you're addressing your letter to the right person (or, indeed, department)...

- We get hundreds of letters and faxes a day, so we can't reply in person.
- *Amiga Format* is available for enquiries by telephone every Tuesday between 10.30am and 6pm, but please make sure your call is really necessary.
- Our advertising department can help with problems concerning companies who advertise in the magazine if you phone during normal office hours.
- Our subscriptions service and the *Amiga Format* Mail Order department can be contacted on 0225 822511.

WORKBENCH: If you have any problems with the technical side of your Amiga, with hardware or with serious software, Nick Veitch will answer you in the mag. Or, if you have any advice for other readers or any tips to share, send them in and you could win a prize.

Workbench, *Amiga Format*, 30 Monmouth Street, BATH BA1 2BW.

GAMEBUSTERS: If you've found a cheat mode, mapped out the levels, or found all the passwords for the latest game, send the info to Steve Bradley and you could win a prize. Or, if you're stuck, ask Helping Hand for advice.

Stephen Bradley, Gamebusters, *Amiga Format*, 30 Monmouth Street, BATH BA1 2BW.

READERS' LETTERS: The letters pages are there for you to air your views and share your opinions; please remember not to ask questions that should be in Workbench!

Letters To The Editor, *Amiga Format*, 30 Monmouth St, BATH BA1 2BW.

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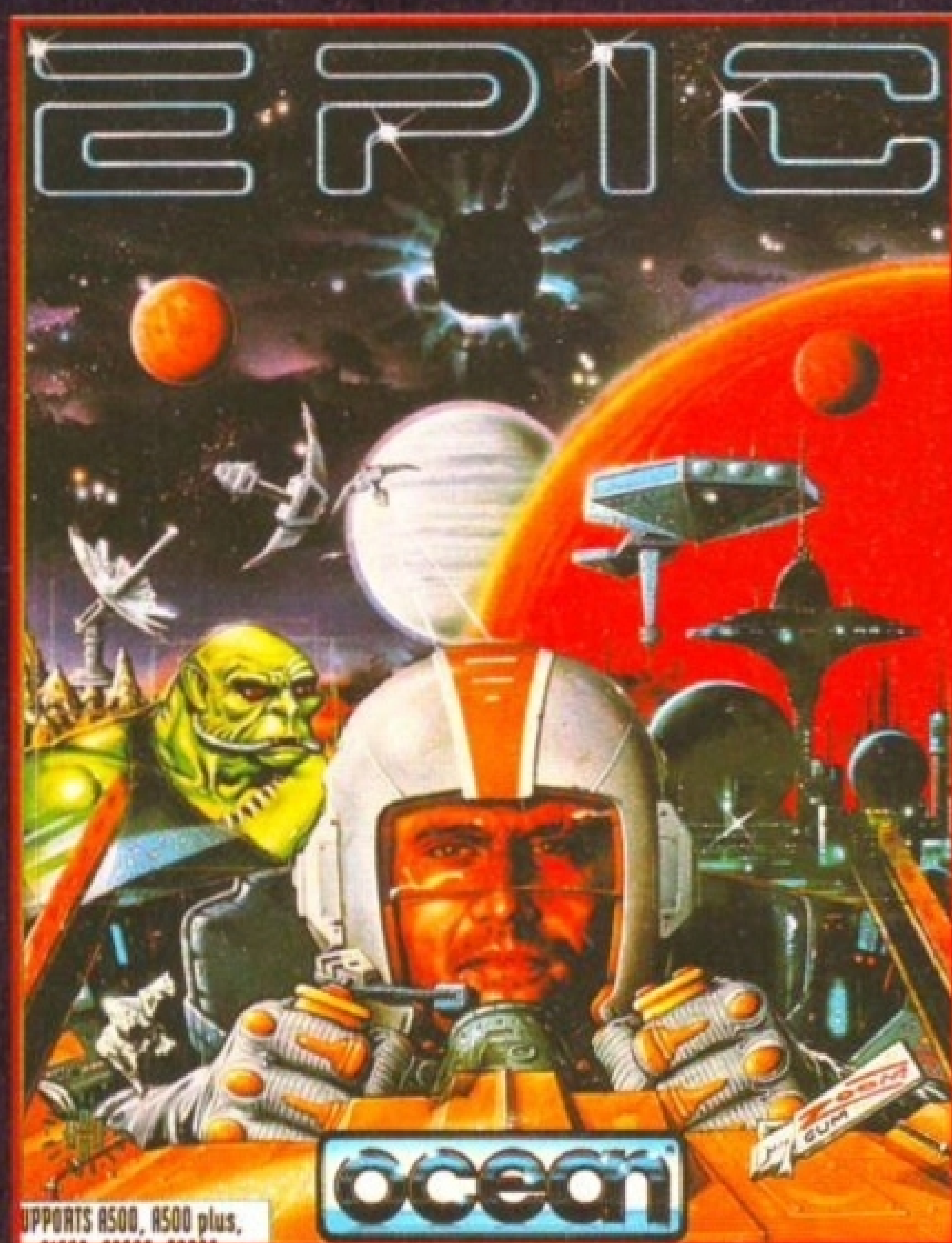
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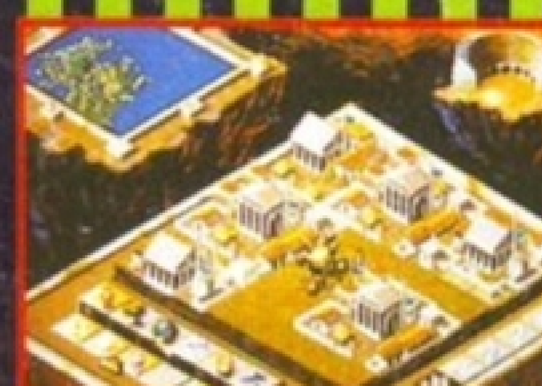
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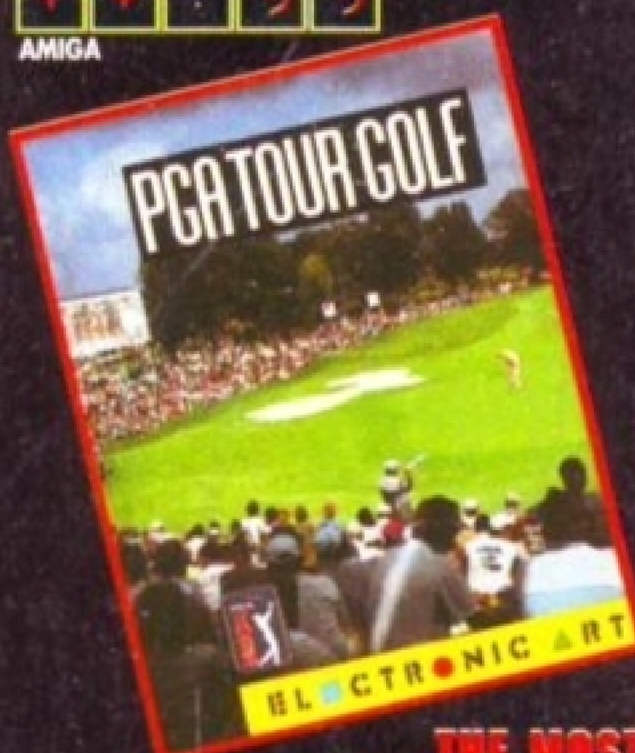
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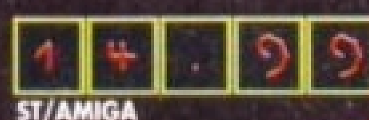
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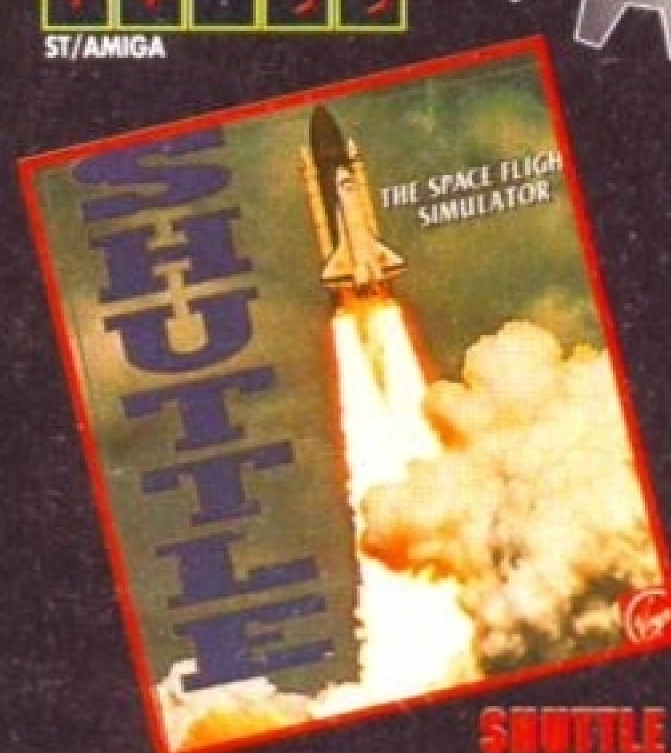


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NEWS

CBM REBORN IN THE UK?

In the scramble for picking clean the bones of the ailing computer giant, a surprise new candidate has stepped forward. Can Commodore UK finally confound their critics and save the Amiga by buying *themselves*?

Three months on from the collapse of its American-based parent company, Commodore UK has revealed to *Amiga Format* that talks are underway that could pave the way for a management buy-out of the ailing computer giant. If successful, the buy-out could not only turn Commodore into a UK-owned company but potentially save the Amiga range from the threat of extinction.

It is believed that the offer from Commodore UK is only one of several bids that have been submitted to Commodore's liquidators, Touche Ross in the Bahamas. Contrary to rumours, Commodore UK have confirmed to *Amiga Format* that the electronics giant Samsung are still involved in the negotiations, along with a number of other unnamed bidders. It is believed, however, that only one bidder (excluding the Commodore UK offer) has expressed an interest in continuing the production and development of the Amiga range. The proposed management buy-out put forward by Commodore staff may therefore offer the best outcome for the Amiga community.

SLIM AND TRIM

The buy-out, which is led by a number of current and former Commodore management figures, will effectively create a new, slimmer Commodore with its headquarters based in Maidenhead, Berkshire. The new company will be in a far better position to manufacture and develop new Amigas without the burden of overwhelming debt. It is believed, however, that some sections of Commodore will remain in America, including the Research and Development wing headed up by Lew Eggebrecht.

Since the collapse of Commodore three months ago, Commodore UK has remained the company's stronghold although other Commodore subsidiaries based in Italy, Canada, Germany and Scandinavia have continued to trade. The lack of stock, parts and effective cash-flow are now proving too much of a burden on the remaining subsidiaries and it is believed that these too are now close to liquidation. Even if the management buy-out is successful, however, it seems likely that Commodore UK will be the only subsidiary to survive.

Many industry watchers believe that the management buy-out of Commodore could prove to be the beginning of a decisive change in Commodore's fortunes. However, the new company would still need to find investment to fund new production of current models and to cover the costs of finishing the development of the AAA chipset machines.

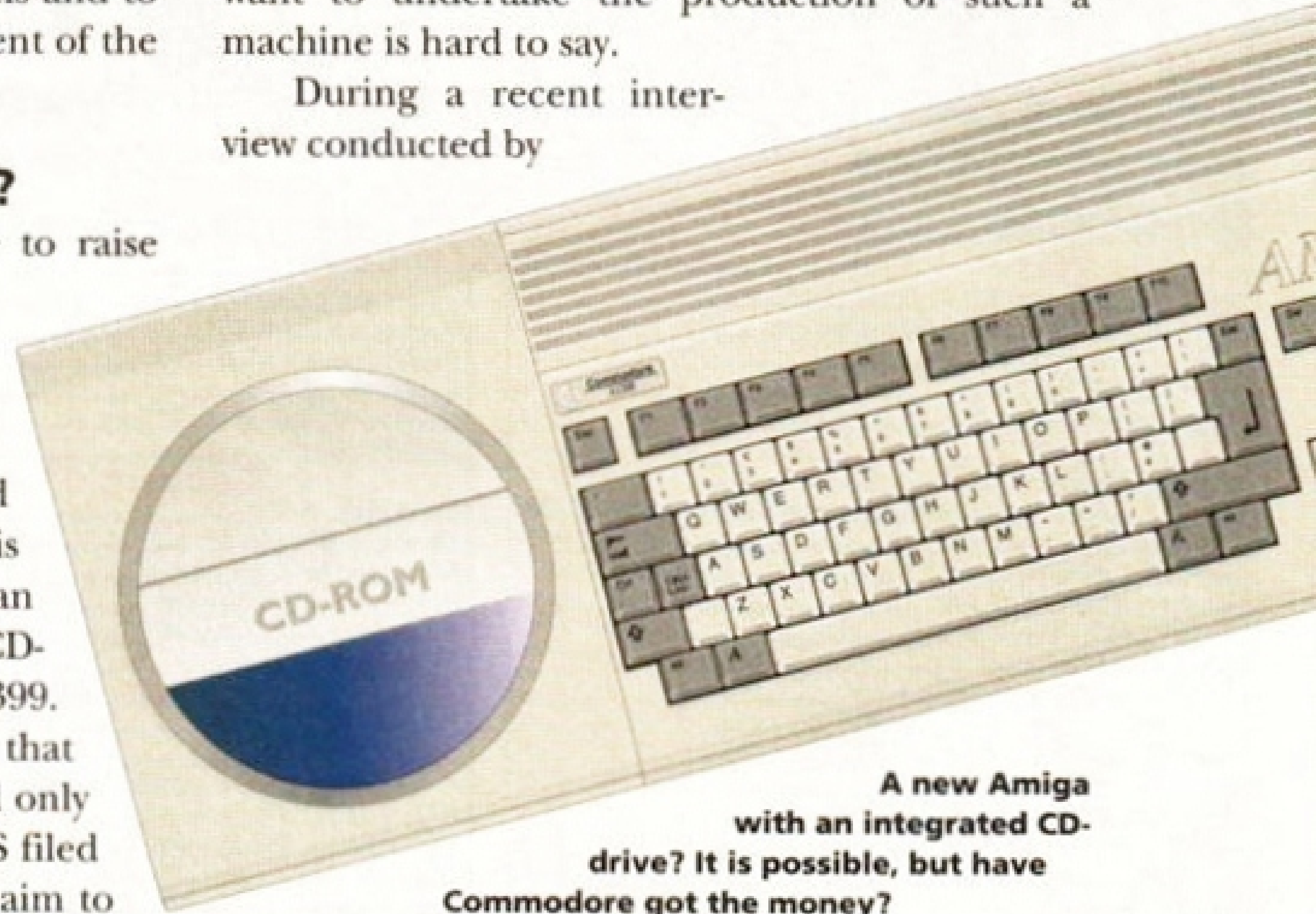
NEW AMIGA BY CHRISTMAS?

Despite Commodore's ongoing struggle to raise itself from the ashes of bankruptcy, rumours abound that the company still plans to launch a new Amiga in time for Christmas 1994.

The new machine, which is believed to be called either the A1400 or (which is more likely) the A1800, combines an A1200 with a built-in CD³²-compatible CD-ROM drive and will sell for just £399. Sources close to the company believe that work on the new machine was completed only a matter of weeks before Commodore US filed for bankruptcy. Several key developers claim to have seen the machine in the flesh. In the light of Commodore's recent liquidation, however, the new machine will most certainly not see the light of day until the much talked about take over of the company is complete.

Industry experts believe that Commodore is hoping to have the machine on the shelves in time for the traditional Christmas buying spree, but this may not be possible until the future of the company has been finally decided. Even then, the fate of the A1800 is firmly in the hands of Commodore's new owners. Whether they will want to undertake the production of such a machine is hard to say.

During a recent interview conducted by



A new Amiga with an integrated CD-drive? It is possible, but have Commodore got the money?

Kickstart 3.1 ships

If you want to bring your Amiga bang up-to-date with the latest developments in Amiga software then you won't want to miss the new Kickstart/Workbench 3.1 Enhancer pack from Commodore. Surprisingly, however, it isn't being sold in this country by Commodore (not yet, anyway!). Instead, distribution is being handled by the German company Village Tronic with their UK distributor, Blittersoft, handling UK sales.

Although the official list of features is still unknown, it is believed that 3.1 adds a number of unique new features to almost any Amiga (yes, even an A500 or A2000!) including full support for CD-ROM drives, new screenmodes and improved support for graphic boards (display AGA software on a non-AGA system with a suitable graphics card) and significantly accelerated graphics rendering by rewritten graphics and layers libraries. It is also believed that Kickstart 3.1 has an 'akiko.library' which emulates the functions of the CD³²'s Akiko chip through software.

The price of upgrading depends entirely upon the type of Amiga to be upgraded. If you have either an A500, an A1500 or an A2000 then the upgrade pack, consisting of new ROMs and Workbench software, costs £84.95. If, on the other hand, you have either an A3000 or an A4000 the upgrade is £10 more expensive.

Surprisingly, there are still no plans to launch an A1200 upgrade pack at the present time, but it can't be far behind. More details are available from Blittersoft on 0908 220196.

GET CONNECTED!

CD³² owners wishing to link their machines to an Amiga will find Weird Science's new *CD Network* of genuine interest. The pack, which is available for a special price of just £29.95 until the end of September, provides everything you need to set up a Sernet link, allowing an Amiga to remotely access the contents of any CD³² CD-ROM disc.

Bundled with the package is a CD-ROM disc which is configured to provide a Workbench environment on the CD³² complete with all the necessary software to transfer files to the Amiga. As an added bonus, Weird Science have packed the disk with a number of useful PD utilities and over 500 256-colour images.

To find out more, you can contact Weird Science on 0533 340682.



A PC running the Amiga's Workbench? Blasphemy! If Commodore's rumoured Amiga card is released, this could become reality.

AF contributor Jeff Walker, Commodore UK's Retail Marketing Manager Johnathan Anderson refused to comment on the existence of the new CD-ROM based machine, although he did claim that Amiga owners should be 'prepared for a few surprises' if they attend Commodore's 'European World of Amiga' show in November. Whether Anderson was referring to the new A1800 is unclear, but many industry observers believe that the show would be the perfect launch pad for such a new machine.

The shock news doesn't stop there, however. Several developers close to Commodore claim to have seen another major new product which Commodore has waiting on its shelves – an Amiga card for the PC. The revolutionary new card will provide any 486-based PC with full Amiga compatibility enabling PC owners to run Amiga applications such as *LightWave* and *ADPro* on their machines.

CARDS ON THE TABLE

The card follows hot on the heels of both Panasonic and Atari, both of which have announced that they intend to develop versions of their 3DO and Jaguar consoles which can be 'slotted' inside any standard PC. If the rumours are to be believed, however, Commodore's card certainly won't be playing second fiddle to such rivals – not only is the card rumoured to offer full multitasking between the PC's native operating system and the Amiga's hardware, but it is even believed to be based around the infamous AAA chip set.

It is common knowledge that the AAA chip set is virtually complete – indeed, if Commodore were to produce a card which provided PC owners with Amiga compatibility, it would most certainly have to be AAA-based. Not only would such a card appeal to PC owners that 'just want to play Amiga games' but it would prove to be a powerful graphics card in its own right.

AMIGA RUMOUR MILL

By their very nature, all rumours should be taken with a very large dose of salt. Here's a quick run-down of this month's top Commodore-related rumours.

1 Amstrad are still in the running to buy Commodore. According to one source, Amstrad have been invited back into negotiations by Commodore following an improved offer from Alan Sugar. Rumour has it that Amstrad would like to release an AAA-based Amiga A1200 by Christmas this year.

2 Samsung have dropped out of the negotiations completely. It is believed that Commodore terminated talks with the Far East giant when it became clear that Samsung simply wanted to snap up the Amiga technology for its own products and was in no way interested in continuing or supporting the Amiga range of machines.

3 Commodore plan to launch a souped-up CD32 which boasts a much faster processor and the AAA chip set to take on the new generation of games consoles from Sega, Nintendo and Sony.

4 Commodore intend to restart production of its own range of PCs again which will be bundled with the Amiga card discussed earlier.

5 Commodore have been hiding both Lord Lucan and Elvis Presley from the world using funds raised from the sales of Amigas. It is believed that financial burden of Elvis' increased appetite for hamburgers and Lucan's love for cigars proved too much for the ailing company.

Golden opportunity

As part of the on-going festivities we are having here at *Amiga Format* (you know, where the publisher buys us all a big bag of crisps, a bottle of Happy Shopper Cola and one party hat between the lot of us) we are thinking of throwing out all the old rubbish.

Unfortunately, Steve Carey won't fit in the skip, but part of the old rubbish that goes in the virtual wheeliebin is the world famous *AF* Gold logo. The original was knocked up by Maff Evans, using *DPaint*. It was never particularly golden, so we've decided it must go.



This contender isn't good enough. Can you do better?

Which only leaves one problem. What do we replace it with? Well, seeing as we'll all be too busy having a knees-up in the store cupboard, we've decided that you lot can do it. Simply draw, render or otherwise depict a logo which says "Gold" and "Amiga Format". Send your entries as an IFF or JPEG image to : **Golden Shot, *Amiga Format*, 30 Monmouth Street, Bath BA1 2BW.**



The *Jeff Walker* Column

If I buy a car, I expect to have to spend some money on it from time to time. I'll have to get it serviced at least once a year, because if I don't it will probably either stop working or not work so well. Fact of life.

If I buy a computer I also expect to have to spend some money on it occasionally. The important phrase there being 'have to'. I'm not talking about buying a word processor or a paint package or a hard drive or a CD-ROM drive, I'm talking about spending money so that what I've already got either continues to work without problems, or works better. If I choose not to spend this money, I will expect my system not to work so well; it may even work so badly that to all intents and purposes it has stopped working. But that will have been my choice.

Now then, I'm not talking about having your computer serviced as such, I'm talking about upgrading. Upgrading software and hardware is almost exactly the same thing as changing your car's plugs and points. The new version of *MaxiPlop* is much quicker than the old version, so upgrading will save me time. The new version of *SuperPlop* contains more features than the old version, so it will enable me to do things I couldn't do before.

I can't expect these upgrades to be provided free of charge. Depending on the significance of the upgrade I will have to pay something between a small amount for shipping and administration, and perhaps 50% of the retail price of the new version. Note that I don't mean bugfixes, these should be (and usually are) free – I mean any new version of a program that contains new or improved features. For this I will expect to pay money.

OK, most of you are probably in agreement with me. So tell me this: why is it that thousands upon thousands of A500 owners have resolutely stuck to Workbench and Kickstart 1.3 which became obsolete four years ago? I'll tell you. The cost of upgrading. The Release 2 Kits cost almost £100. Never mind that you got a ROM, six disks and four manuals, never mind that Windows users have to pay similar prices to upgrade – many A500 owners were simply not prepared to 'service' their machines.

The Release 2 kits have been impossible to get hold of for some time now. But Release 3.1 is here. Everyone bar A1000 owners can join in. So we have a situation where the vast majority of Amiga owners can be using the same version of the operating system. Number one, this will make it easier for developers to write, debug and support software. Number two, it will mean that A500 owners will be able to stop using old and crappy 1.3 software. Number three, it will get rid of the complaining A500 clique which has grown as the gap between 1.3 and later versions of the operating system became wider and wider.

But will they upgrade this time? It'll still cost almost £100. Or will they stick their heads in the sand and regurgitate the old whingeing letters complaining that they shouldn't have to pay to upgrade and that 1.3 does everything they need it to do anyway?

If they do, we'll end up with yet more crappy software being developed so that is is compatible with 1.3. By modern software standards, some of the programs which are stupidly remaining 1.3 compatible are laughably inept.

I'm not blaming anyone really, I'm just saying that the incredibly large number of A500 users who are refusing to upgrade are holding back the development of Amiga software. How? Because while some intelligent companies have ditched the old A500 clubbers by making their software require Workbench 2.04 or better, far too many of the smaller software developers have seen this 'hole in the market'.

It really is about time that all developers took the initiative and stopped pandering to these die-hards. If these sad people want to spend the rest of their lives married to Kickstart 1.3 – and although there are many of them, they really are in the minority – then let them be the ones to suffer, not the the rest of us, who have serviced our machines and expect the software to take full advantage of the extras we have paid for.

THE OPINIONS EXPRESSED HERE ARE NOT NECESSARILY THOSE OF *AMIGA FORMAT*



The *Tim Smith* Column

Many computer users won't have heard of the name Jay Miner. They won't rate it up there with Clive Sinclair, Steve Jobs, Alan Turing or even Alan Sugar. But to the Amiga community, Jay Miner was a crucial influence.

I say was because Mr Miner died recently after a long and painful kidney-related illness. As much as a piece of electronics can have a father, then Jay Miner was the Amiga's. I never met the man but I wouldn't be writing this piece without him, his dedication, work, imagination and, centrally (and sadly because it seems to be missing more and more during the present scuffles over Commodore, Power-PC versus Pentium, consoles versus computers and information superhighways versus standalone computing), his ambition and vision for small-scale computers for users who wanted affordable, exciting hardware.

Jay Miner and the Hi-Torro team split from the big players; Hewlett Packard, Xerox, Apple and the IBM monolith. They had seen computing growing away from mainframes, techiewars, jargon propaganda and outdated thinking. Like Steve Jobs and Steve Wozniak at Apple, like Bill Gates and Paul Allen at Microsoft, and like Gary Kildall at Digital Research (or Intergalactic Digital Research as it was romantically called at its start-up) in their early days, Miner looked upon computers not as weapons gilded with MIPS, Mbs, RAM and throughput with which to slice and dice other computer users, but as machines for people to use.

Even the name Amiga, which as I'm sure you know is Spanish for girlfriend, is a damned sight friendlier than 486DX, PPC 6100/8/230 or ST, and is indicative of Miner's determination to develop the machine by people for people. As the 80s developed, the Amiga was seen as being too small – what only 1Mb RAM and no hard disk? Ged oudda here! – by those people too fixated with hardware that they forgot that the wetware (us, people) actually needed to do something with the wonders of microchippery. It was seen as a simple, one-piece unit that (gasp!) you could use with a TV and that (gasp!) would cost you less than £1,000. Surely this was the point of the multitasking, elegant architecture.

It seems that Gates, Jobs and the others of the Apple and the PC makers are finally looking over the production line and have come around to that way of thinking. Apple's LCs and Classics, Compaq's all-in-one units, even IBM's PS/1s all strived for the same elegance, utility and price. Amiga owners, the majority of whom bought their A500s, A1200s and A600s as games machines, went on to learn about music, multimedia, comms, programming, graphics and demo making.

Jay Miner was responsible for this. He was responsible for this magazine, for this piece of prose. Talking to Karl Sassenwrath last year (one of the early Amiga developers who sat in the small office with the rest of the team wondering whether they'd made the right decision or had blown their careers in a burgeoning Silicon Valley), I was able to get some idea of the passion that went into the development of the Amiga. Jay Miner was a catalyst and a prime mover for this.

On the Internet, Amiga users the world over have been trying to understand a human loss in a machine environment. Many, many Amiga netters have done something astonishing for a technology based on spraying words around the globe – they've been posting messages of silence. Messages with no body copy except for the occasional one line message (embarrassing to the English eye: "We love you" and "We'll miss you", but nevertheless heartfelt). They know that without Jay Miner, they would probably not be accessing the Internet. One final thought that was posted to the Net. A suitable memorial to the man who helped you to do what you love or enjoy doing would be to send a small donation to the National Kidney Foundation.

Tim Smith is Technology Editor of *Computer Trade Weekly*. Contact him at tsmithb@cix.compulink.co.uk and timbo@gashead.demon.co.uk.

THE OPINIONS EXPRESSED HERE ARE NOT NECESSARILY THOSE OF *AMIGA FORMAT*

SHOW OF THE FUTURE

No self-respecting Amiga fan can afford to miss out on The Future Entertainment Show '94, which will be held at Earls Court 2 from October 26 to 30.

All three of Future Publishing's Amiga magazines – *Amiga Shopper, Amiga Power* and, naturally, the world's biggest Amiga magazine (you're holding it) – will be there in all their glory.

Star of the show will be the Amiga Theatre, where we'll be holding presentations, talks, and question and answer sessions – it is, in fact, your favourite Amiga magazine come to life. You'll be able to learn about all manner of Amiga topics, such as DTP, animation, DTV, music, games and programming. You'll also be able to meet the *AF* team and ask them horribly difficult questions, tell us how you'd like the magazine improved or just hang around and chat.

WARE IT'S AT

There's also a special area sponsored by *Amiga Format* and the Amiga Centres of Excellence (ACE), which aims to bring you the very best of overseas Amiga products. This will be your best chance to get your hands on some of the top hardware and software from the United States and Europe.

And not only that (what! you mean there's more!?) the show will be bulging with Amiga dealers selling the very latest in CD-ROM drives, genlocks, monitors,

AMIGA SPECIAL OFFERS

Looking for a bargain? Well we've done the hard work for you by checking out the hottest Summer special offers...

OKI DOKEE: Oki are pushing their OL410ex LED page printer (rrp: £727 inc. VAT) by offering between £30 and £50 off one of their mobile phones when you buy the printer.

An early version of the OL410ex was awarded an *Amiga Format* Gold back in issue 43. You can call Oki on 0800 525585 to place an order.

CREDITABLE OFFER: Indi Direct Mail are launching a new scheme where, if you buy any product over £100 (such as their Zappo CD drive, reviewed on page 94), you effectively get six months interest-free credit.

As long as your credit's good, you can walk away with the kit and use it for six months. After that, you can either pay over another six to 60 months, or pay in cash at the original price without incurring any interest charges.

GROUP THERAPY: The Independent Commodore Products User Group (ICPUG) are offering half yearly membership for just £12. This includes three issues of the ICPUG journal, use of their free PD library, technical help and discounts on Commodore kit. John Bickerstaff is the fellow you want to speak to. Call him on 081-651 5436, or E-mail him on jbickerstaff@cix.compulink.co.uk.

LAY IT ON ME: Desktop video buffs hankering for a digital layering, compositing and effects tool need hanker no more. Prime Software have just released their *MultiLayer* program which provides up to 100 layers of video images with control over transparency, fades, shadows and text.

MultiLayer works in conjunction with *Image-FX 1.50* or *ADPro 2.5* and requires *AmigaDos 2.0. MultiLayer* is available for a special introductory price of $89.95 (around £60); for more details of *MultiLayer*'s extensive features, or just for a chat, get in touch with Prime Software on 0101 (810) 661 3393.

YOU CAD: Digital Multimedia are about to release revision 3.2 of *XCad 2000* for the Amiga – which now comes with an entire *AutoCAD* symbol library. For £199 you get *XCad 2000* plus Force2's Architecture Symbol Library, which has been redefined for *XCad*. Compare this with the cost of the PC program *Autocad* with the same symbol library – a snip at just £800.

Digital Multimedia are also at pains to inform us that the earlier *X-CAD 2000* version 3.1 has now been reduced to £70.50. If you want a piece of the action, contact Hobbyte Computing on 0727 856005 or Emerald Creative Technology on 081-715 8866.

The Future Entertainment Show

Earls Court 2
26th – 30th October 1994

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modems and other hardware and software of all descriptions. Without doubt, the Future Entertainment Show will be an Amiga owner's dream come true.

HIGH SCORES

And there's some really special news for games players. The finals of the National Games Championship (Sponsored by Future Zone) will be held at FES, and the quest to find the UK's best games player will climax in a head-to-head battle with the winner taking away a multimedia system worth around £2,000.

The Championship is open to all gamesplayers in the UK, and they'll be played on *Pinball Dreams* and *Virtua Racing*. The preliminary rounds start from August 1 and will be at your local Future Zone store. There are a total of 90 stores in the UK, but if the location of your local Future Zone store is a mystery, call 0891 332288 for immediate enlightenment.

Going on previous years, interest is expected to be massive, so Future Zone have two heats each day, from 10.00 till noon, and from 2.00 till 4.00. Entry fee is a meagre 50p which goes to Future Zone's chosen charity, BLISS (Baby Life Support Systems).

National Games Championship

Heats of the National Games Championship are decided with Sega's *Virtua Racing* ...

... And *Pinball Dreams*. Of course, we all know which game you'll be playing, don't we?

The Future Entertainment Show '94 takes place at Earls Court 2 in London from Wednesday 26 to Sunday 30 October. Tickets cost £6 (£7 on the day) and are available from the FES hotline: 0369 4235. Heats of the National Games Championships start on August 1 in Future Zone stores. Entry fee is 50p, which goes to charity. Call 0891 332288 for the location of your nearest Future Zone store.

APOLOGY

In the February 1994 edition of *Amiga Format* (issue 56) on page 16 we made a statement that the magazine *Amiga CD!* had folded prior to publication of its first issue.

We accept that this statement was entirely incorrect and a damaging allegation against *Amiga CD!* whose proposed date of publication had merely been delayed. *Amiga CD!* is now on sale as a supplement to *Amiga User International*.

We therefore apologise unreservedly for the error. In no way did we intend to imply that *Amiga CD!* or its publishers had gone into liquidation. In recognition of this a sum in respect of damages has been paid to the publishers of *Amiga CD!*.

ABSOLUTELY BRILLIANT

Emerald Creative Technology have an excellent deal for *Amiga Format* readers who want to get their hands on *Brilliance 2*, reviewed on page 98 of this issue. Digital Creations have reduced the RRP to an amazing £89.95, but Emerald have gone a bit further, reducing the price to a staggeringly low £43.48.

This offer is only available until October 31, so fill in the coupon below without delay.

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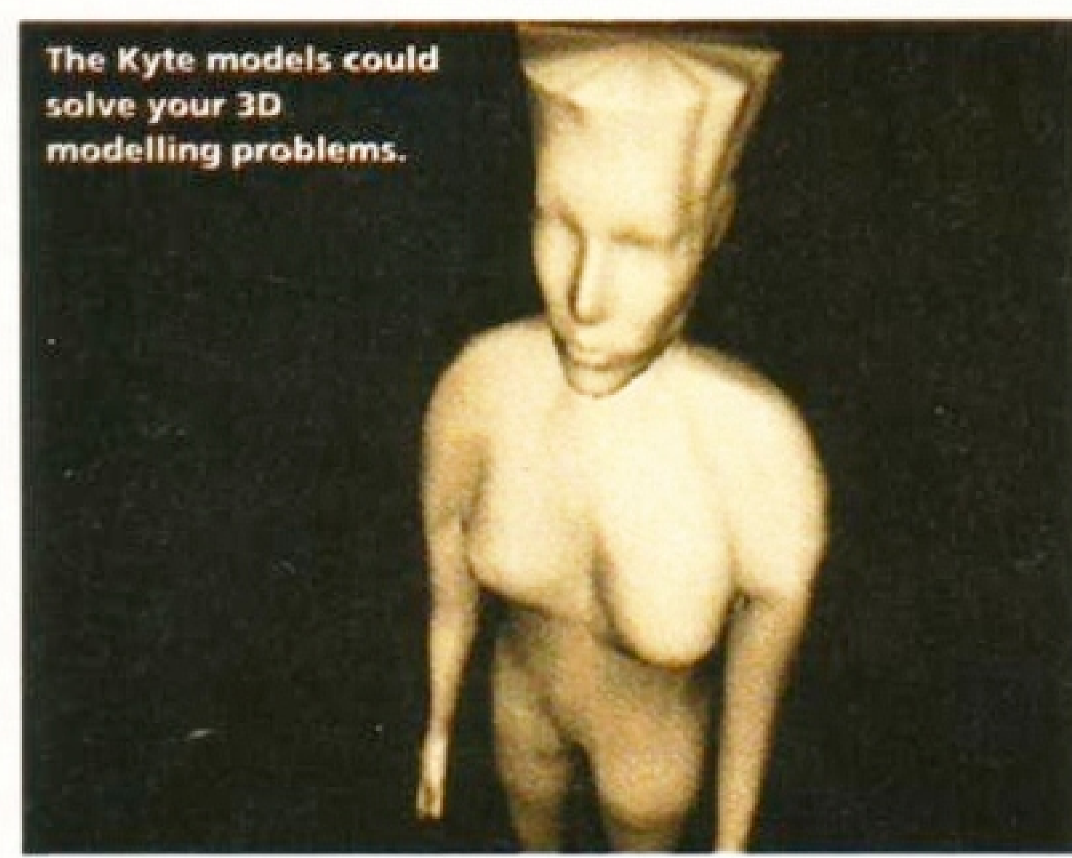
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AF BRILLIANCE OFFER

KYTE CLONES HUMANS

If your 3D modelling skills don't stretch further than the odd vase, Kyte Products' new range of 3D objects for *Imagine* will suit you down to the ground. Retailing for just £35, the first set of objects available are a male and female human, with three levels of detail.

They were initially modelled in clay by a sculptor and then scanned into an Amiga. Once scanned, each object can contain up to 100,000 data points which are reduced to a more manageable size using special 3D image processing software. For more information contact Kyte Products at 45 St Ladoc Road, Keynsham, Avon BS18 2DR.



The Kyte models could solve your 3D modelling problems.

NEWS brief

2 MILLION ON COMPUSERVE

More than 2 million people are now registered users of Compuserve. Latest figures released by the on-line service reveal that 48,000 users are based in the UK. And as proof of Compuserve's ever-growing status, history was made when Walt Disney and Warner Bros released multimedia highlights from *The Lion King*, *Wyatt Earp* and *The Shadow* on to the network for a limited time. Other new services include book, play and film reviews and there's also a new database of every British book currently in print., You can search for your chosen volume by subject, title or author. For further details of these and other services, contact Compuserve on 0800 289378.

PD LIBRARY RAIDED

The thieves have been having a bit of a field day just recently – not only have they cleaned out ex-*AF* editor Marcus Dyson's flat but they also struck Dominator PD (0709 854836). Proprietor Kyle Tuke would like to inform all *AF* readers not to place any orders with Dominator as they've had their computer and all their disks stolen. Kyle assures us that he will start trading again very soon.

PROTEXT 6.5

Arnor have reason to celebrate. Not only is it their 10th birthday (gifts welcome), but they are just about to release revision 6.5 of their excellent word processor *Protext*, and they've dropped the price to just £99. For further information, call Arnor on 0733 68909.

AMIGA FORMAT AND IMAGINE

Last month's issue of *Amiga Format* reprinted incorrect details of an *AF* offer of Imagine. We would like to to apologise for the inconvenience, and restate that we regret that we cannot supply copies of *Imagine* currently.

BLACK CAT BARGAINS

Black Cat are giving away a copy of *Lemmings* CD[32] with every Zappo CD-ROM drive bought through *Amiga Format*. Check out their other offers by calling Black Cat on 0742 796428, or writing to them at 42 Manor Lane, Manor Park, Sheffield S2 1UF.

KEEP IT CLEAN

A new CD repair kit, developed from research carried out in the American's Star Wars project is now available in Britain. With the Bundee CD3 kit, you can clean, fill scratches and coat a damaged CD with a fine film to prevent further wear and tear. For more details call RSD Connections on (0992) 584205.

IT'S AMIGA FORMAT'S OFFICIAL FIFTH BIRTHDAY!

Amazingly, it's a full five years since the very first issue of *Amiga Format* was pulled screaming out of the womb that is Future Publishing. So we thought it would be fun to take a look at the very first issue of *Amiga Format*, on sale 13 July 1989.

Actually, *Amiga Format* first appeared as long ago as June 1988, as the better half of the Siamese twin-like publication, *ST Amiga Format*. Surprisingly, *ST Format* is also still going strong.

It would be a full 13 issues before the *AF* we all know and love sloughed off the Atari overtones, dumped the dual-format disk and went it alone.



SPOOKY

Costing £2.95, the 116-page mag had just the one Coverdisk, featuring a demo of *New Zealand Story* plus a couple of PD utilities.

However, it's only when you look closely at the mag that some strange coincidences come to light.... Launch editor Bob Wade now runs his own software house with Andy Smith – ex-*AF* reviews editor. And their first game *Zeewolf*, makes an appearance on page 44 of this issue.

Production editor Damien Noonan went on to become editor of this esteemed organ back in January 1991 – a post he held for 23 issues. Damien has recently been back in the fold, hosting several of the *Amiga Format* tutorial videos, which you can find out about by turning to page 90 of this very issue. Technical editor was Jason Holborn, another wandering miscreant who has been reinstalled in the *AF* office. And the main feature of Issue One – desktop video production using the Amiga – was hand-crafted by none other than Steve Jarratt, who took the helm of *AF* on issue 60.

But it doesn't end there: top game in that issue was *Kick Off* – which makes a reappearance as *Kick Off 3* this very issue. And the headline 'Exactly what are Commodore up to now?' for an interview with Dr Rahman Haleem, could so easily be used on page 20 of this issue!

BRAIN-BUZZING

So, just what has *Amiga Format* given you lucky readers over the last five years?

Some (very) rough calculations throw up the following brain-buzzing figures and statistics:

There have been 62 issues of *AF* to date, consisting of roughly 12,800 pages. Not counting adverts, that's about 3,840,000 words of Amiga-related prose. We've brought you around 1,240 game reviews, 310 serious reviews and hundreds of features, tutorials and, of course, all those lovely Coverdisks!

And so, with a teary eye, we bid a fond farewell to the first five years of *Amiga Format* – and give a rousing cheer to the next five. So, Stay with us – the best is yet to come!

MORE MAGS FOR YOUR AMIGA



Amiga Shopper is Future Publishing's magazine that concentrates on the technical aspect of the Amiga. In the August 1994 issue of *Amiga Shopper* we tell you everything that you ever wanted to know about the Internet, probably the single most important thing to happen in the world of computers for years.

But what is it all about? What does it mean to Amiga users? We answer those and many more questions. We also have a full review of *Personal Animation Recorder*, which promises high-quality video recording without the need for a single frame controller. Plus tutorials on video, *AMOS, C* programming and *AmigaDos*. Do your Amiga a favour. Buy *Amiga Shopper* now!

Richard Baguley, editor *Amiga Shopper*

Amiga Power is Future Publishing's Amiga games mag – and the UK's best-selling Amiga games mag. In our August issue we've got an exclusive Work In Progress report on Sensible Software's *Cannon Fodder 2*, the latest pictures from Super Stardust, reviews of *Empire Soccer, Bump 'n' Burn, Bubble And Squeak, Wild Cup Soccer* and *Kick Off 3*.

Plus our Four Cyclists Of The Apocalypse judge the joysticks of the world, and we've got the classic *Mission Impossible* on one of our two game-packed Coverdisks.

Jonathan Davies, editor *Amiga Power*



i-TV

Soon the Amiga, or son of Amiga, will be able to help you choose between hundreds of TV channels, play interactive arcade games and go teleshopping. John Kennedy looks at the future of interactive TV.

Television as we know it is changing. Forget NICAM, DMAC and HIDEF – the greatest technological revolution is happening under your feet as thousands of miles of fibre optic cables are snaking their way into more and more homes. Cable TV might not sound like anything new, but it offers one tremendous advantage over normal terrestrial and satellite services: it provides the ability to talk back.

Interactive TV is widely tipped to be the Next Big Thing, and nearly all the top computer companies are falling over themselves to get in on the act. The new generation cables can carry megabits of information per second, and hundreds of television channels simultaneously, but it is the interactive element that's causing all the commotion.

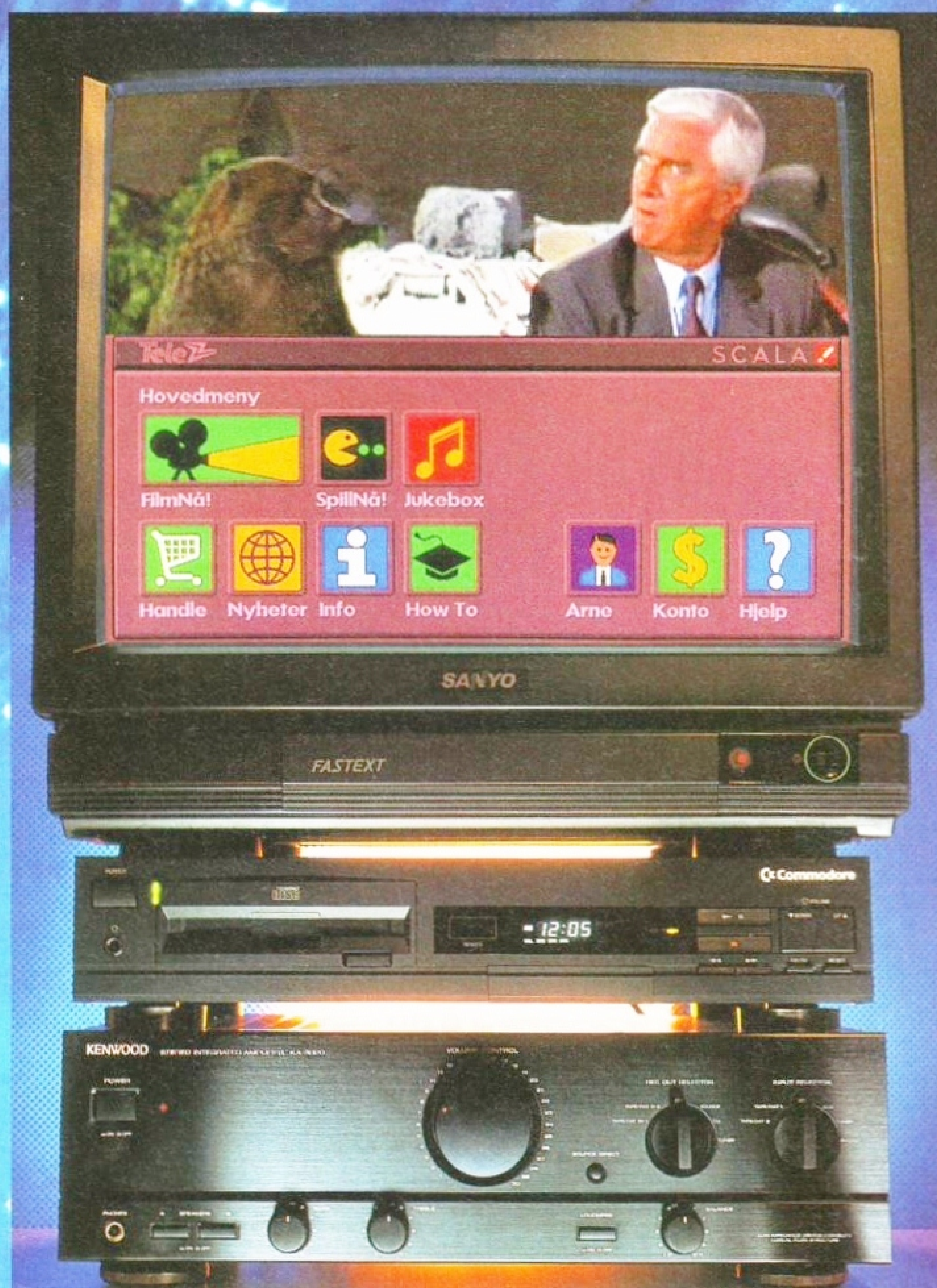
Video On Demand is a phrase you are going to hear a lot more of. When it arrives in our homes – and that time may not be so far away – the viewer will be able to get the information and the programmes they want to see when they want to see them.

WHERE THE AMIGA STANDS

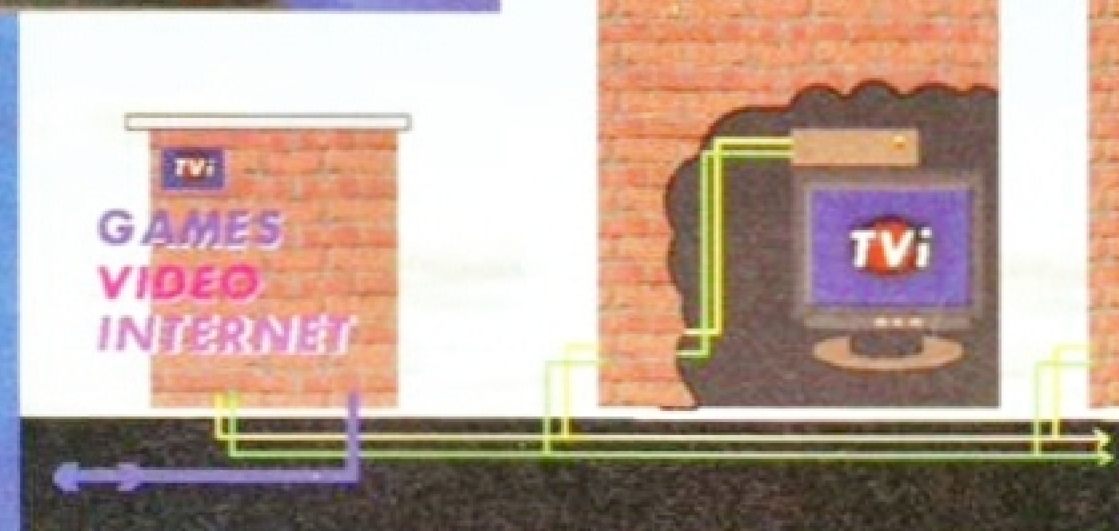
Because the Amiga was originally designed to co-exist with video, it is the ideal computer platform to integrate with cable TV. It can deliver crisp, clear 16-million colour images from its dedicated graphics chipset, and also offers unique genlocking capabilities which other computers require additional and expensive hardware to come close to matching.

The ability to overlay live video with computer-generated captions is a major strength and the Amiga does it every day in TV studios all over the world.

The graphics capabilities are backed up by using the powerful and upgradable Motorola 680x0 family of



AMIGA BOX OF TRICKS
The Amiga is the perfect computer to be used at the heart of an interactive TV set-up. It was originally designed to have strong graphics and video capabilities and is much cheaper than a PC or Mac.



HOW TO TUNE IN TO I-TV
Inside the home, a set-top box converts the signals arriving from the local server. The box decodes MPEG video, as well as providing a full interactive, menu-driven front end for teleshopping, programme browsing and video games.
From the house the incoming and outgoing signals are connected to the local server. The server acts as a large library of films, TV programmes and as a local information gateway. It also doubles as a gateway into various other national and international networks for E-mail and telephone conversations.

processors, and the multitasking Operating System is one of the most elegant and stable around.

Multimedia authoring software support is strong, and the Amiga stands alone when it comes to professional television and video hardware and software.

Although it is unlikely that the Amiga as we know it will spout a satellite dish and act as a video receiver, it seems feasible that new hardware based on the Amiga is in development. This 'son of Amiga' might well look very familiar from the inside and if it catches on traditional Amiga developers could have a field day.

Add to this the fact that several very prominent names in Amiga development, including Dave Haynie, Jeff Porter and Mike Sinz, are now working with Scala on their revolutionary *InfoChannel* system, and the Amiga would seem to have a major role to play when interactive TV hits the big time.

But what does interactive TV already deliver and what can we expect in the future? Already test networks have been installed in England and America, and you can be sure that more is to come; video game companies too are keen to join the interactive TV revolution. Forget buying cartridges or floppy disks – you'll be able to download the latest games immediately from an on-line jukebox any time you want. Even more amazingly, you'll be able to take part in real-time multi-player games with opponents you haven't even met yet.

ON THE NETWORK

The history to interactive television can be traced back about 12 years to a time when modems were new and exciting pieces of hardware which were beginning to open up a revolutionary new era of communication. While the

Continued overleaf ➡



The future of interactive TV opens up a whole new world of real-time gaming and virtual reality.

British struggled with the state-of-the art Prestel system and snoozed in front of Teletext, across the channel France Telecom had sneaked into everyone's house and left a small brown box called a Minitel. Inside the box was an integral modem, a keyboard and a small but legible integral display.

Now there are 6.4 million users of the Teletel system and there are more than 20,000 different services for them to choose from. Anyone with a telephone line is given a free Minitel terminal to look up practically anything from directory inquiries to travel information.

As you'd expect, other tastes are catered for with games, shops and even electronic lonely hearts columns. Although basic services are free, there is money to be made as the commercial service providers charge for access to their information.

Although state-of-the-art when first implemented, Minitel is starting to show its age with rather slow information transfer speeds.

However, the network is far from being a data dinosaur as new, more modern terminals are becoming available. It's also possible to use a normal PC to

" There are 6.4 million users of the French Teletel system and 20,000 services for them to chose from! "

interface into the Teletel system. Even if you don't happen to live in France it's still possible to make use of the system by using the international gateway Minitelnet. At the moment there is no national service in the UK which can come anywhere close to this: yet.

But imagine a system set up today using terminals based on Amiga hardware. Firstly, data transmission rates using the standard telephone network have reached 28,800 bits per second – with 14,400 bps becoming an extremely sensible entry level speed. Compare this with Prestel which offered a 1200/75 bps split rate link.

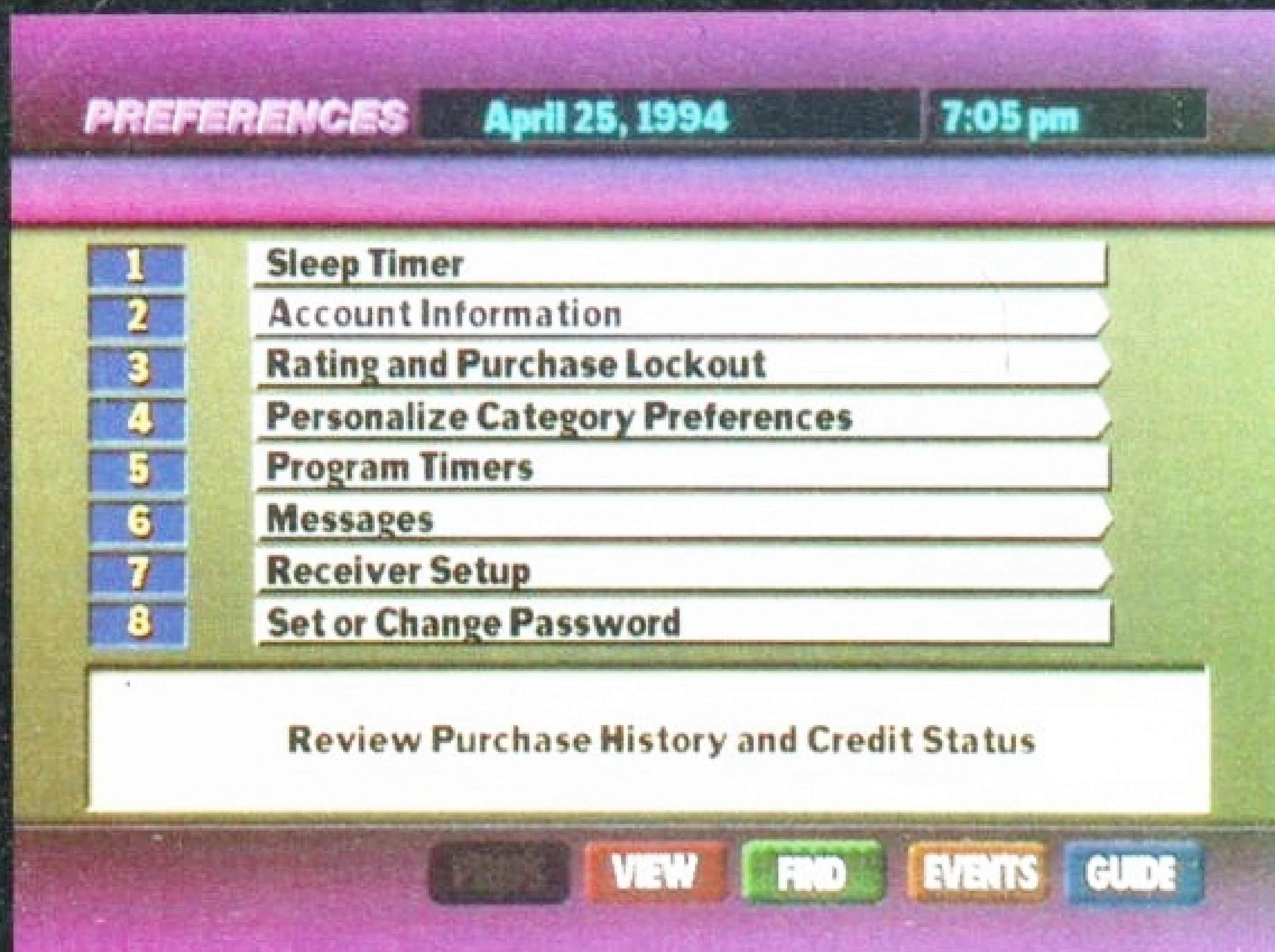
Secondly, the Amiga offers the prospect of superb graphics complete with a graphical user interface which is second-to-none. Perhaps a glimpse of what could be possible can be seen if you have access to the Internet – the global 'network of networks' which is currently grabbing the headlines as it undergoes a popularity explosion. (See The Web on page 31).

THINGS TO COME

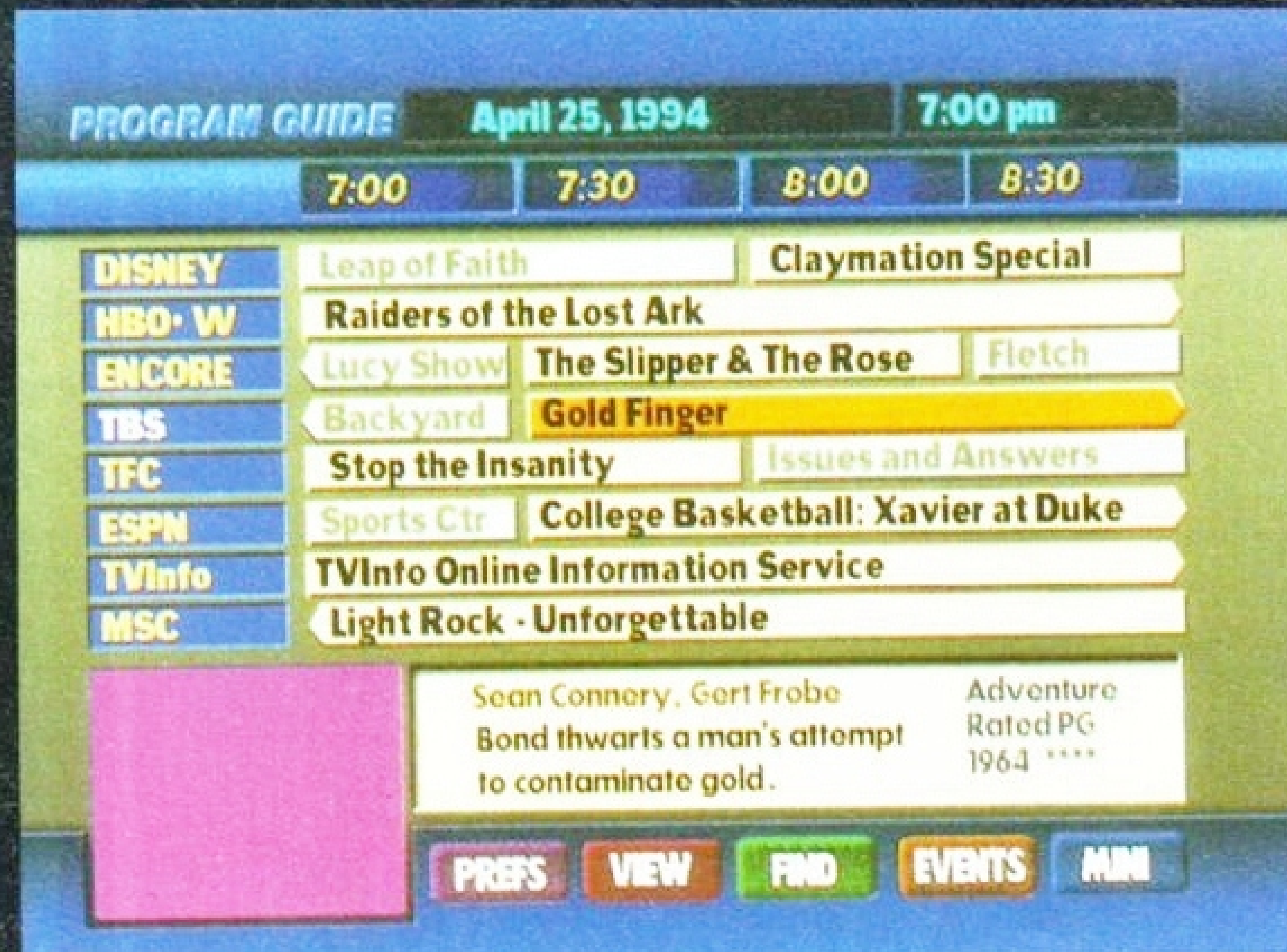
The idea of using an Amiga in this way might sound a bit far-fetched, but keep it in mind: there's likely to be some very important developments announced soon which might convince you otherwise.

Assuming interactive TV starts to take off, the list of possible services reads a little like science fiction and a whole lot like fun.

Continued overleaf ➡



The Scala *InfoChannel* that is currently being developed to perfect the way in which images and text are displayed in multimedia systems – and with i-TV.



InfoChannel is an important development in interactive TV, and with Amiga stalwarts including Dave Haynie involved with the project, the future looks good for the Amiga.

Right: Using the hand-held controller Videotron viewers can participate in shows such as the BSkyB *Games World* show.
Below: The feed can be used to select the news and information you want, when you want it.



VIEWING VIDEOTRON

The Videotron Corporation have been providing a form of interactive TV to viewers lucky enough to live in several London boroughs. Almost 100,000 subscribers are able to enjoy over 40 satellite and terrestrial TV stations, as well as make use of VideoWay: currently the UK's only widely available interactive TV service. At the moment the degree of interactive-ness is limited, but it is an important start.

The heart of the VideoWay interactive delivery system is a set-top box which is no larger than a normal video-recorder, but which contains a standard TV decoding system and a simple micro-computer. Four synchronised video sources (called feeds) are pumped into the VideoWay system, each carrying different images or text, which the user can select using the remote handset.

For example, during a football match the first feed might carry the normal live video image of the match between England and Wales, but if you select feed 2, you'll view everything from a slightly different angle. Feed 3 will show you an instant replay of the last event – Wales scoring their fourth goal for example, and Feed 4 will bring up the current player statistics.

Using the on-board computer, it is also possible for viewers to actually partake in some specially made interactive game shows. The BSkyB program *Games World* includes sequences in which viewers can predict the outcome of game contests: if they get the right answers, the set-top box cuts to a feed displaying a special access code entitling the interactive viewers to take part in a daily prize draw.

There are also versions of Blackjack and Roulette programmes which allow real-time participation, although thankfully the money gambled is in the form of fictitious credits – not cash.

Perhaps more usefully, several 'edutainment' programmes make good use of the interactive element to directly involve younger viewers in a show, and possibly squeeze some facts into their brains at the same time. For the time being Videotron are planning to make the most of their VideoWay system with further news programmes, sports broadcasts and more of the ever popular gameshows – but they are also busy planning the next generation of true, two-way TV in which the scale of audience participation could increase greatly.

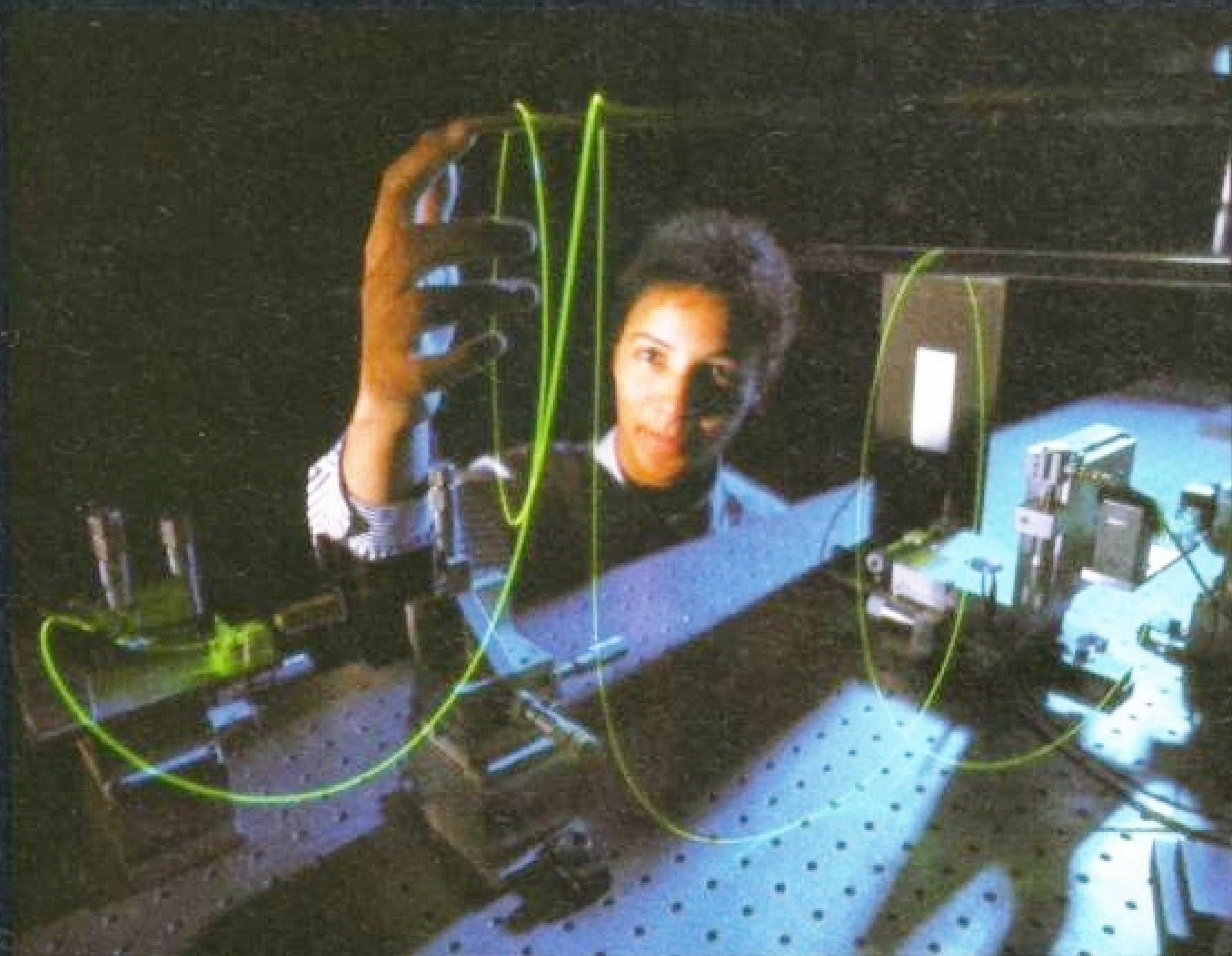
By selecting the feeds numbered 1-4 Videotron viewers in selected homes in London can see their programs from a different perspective. F1 is the main news, F2 is the weather, while F3 and F4 show different reports from the evening's news.










A single fibre optic cable could supply a home with more than enough bandwidth for telephone conversations, TV channels, computer terminals and video game links.



In the town of Kesgrave near Ipswich BT are carrying out an experiment where users can choose and order entertainment from a menu on an ordinary television set.

For starters, the cables which carry the TV information will be linked into the normal domestic telephone service, which means a break away from British Telecom and the introduction of cheap (or even free) local calls with all the trimmings, such as conferencing services, call barring, call re-direction, and a video display of who is calling you.

It will also be possible to send electronic mail (E-mail) messages, which not only include text and pictures, but digitised speech and moving video segments.

Richard McLachlan, BT's Broadband Access Manager, and his daughter Elizabeth (aged two), in the first house to receive the experimental BT interactive TV service.



Internet access will be included by plumbing the local cable server into the net, which means E-mail can be sent world-wide extremely cheaply, and the latest news, weather and computer games downloaded as soon as they become available. Net access will probably be totally transparent to the user, and viewed as merely an extension of the scope of the present network.

Linking people together with interactive TV also makes a lot of sense for businesses. Forget watching the home shopping channels and reaching for the telephone to ring with your mother's credit card number to get that superb set of matching steak-knives – with i-TV you can call up any supplier to order anything you want.

Home shopping systems currently on trial allow groceries to be selected and paid for via an interactive terminal. The lazy shopper then removes their butt from the chair and drives to the local supermarket warehouse where the goods are ready for collection. No standing in aisles listening to Richard Clayderman.

“ It will be possible to send E-mail messages that include speech and video segments as well as text and pictures. ”

It's only logical to conclude that the interactive element of the new TV systems will have a profound effect on the content of the television programs themselves. Selecting different camera angles is one thing, but actually selecting the plot to your favourite soap opera is something else altogether.

Then there's the whole issue of real-time votes which can provide instant feedback for game shows (or politicians), and of course there's also the prospect of

MPEG MOVIES

What have cables and CD-ROMs got in common? They are both relatively slow, that's what. In order to squeeze 25 frames a second of video down a small piece of copper cable, or read it from a spinning disk it has to be pretty well crunched.

MPEG is one way of compressing moving video, and it's the way in which the Amiga CD32 and the Philips CD-i manage it. Both require the addition of a plug-in cartridge full of dedicated chips to achieve the decompression in real-time, but there is no reason why the next generation of home computers or cable TV set-top boxes won't have these chips built in.

There are two MPEG standards, named 1 and 2. MPEG 1 is the one we all know and love, but 2 is something else altogether. New high-speed networks are capable of carrying data a lot faster than 170K per second, so it seems daft to use them to carry the rather blocky images of MPEG1 compression.

MPEG 2 was designed to require almost 1Mb of data a second, and as a result it can double both the horizontal and vertical resolutions of the images. The result is a broadcast-quality picture, certainly several times better than standard VHS.


The FMV version of Jon Bon Jovi will look even better when compressed using MPEG2.

For this reason the more advanced cable TV systems will all carry MPEG 2, so don't expect to be able to adapt your CD32 into a set-top box with some sticky backed plastic and an old washing up liquid bottle.

FIBRE OPTICS

Common electrical cables are quickly becoming obsolete as they are replaced by fibre optic cables. A beam of intense coherent light – also known as a laser beam – is introduced to a long, thin strand of glass fibre. An optical property of the glass called Total Internal Reflection keeps the light beam inside the fibre, even enabling it to travel around corners. (The same principle is used when a doctor's Endoscope is used to return an image from a patient's stomach.)

The flash of laser light is generated from a PIN – a special solid-state diode – every time a binary voltage pulse is introduced. A detector at the receiving end turns the light signal back into an electrical pulse

Transmitting light in this way has many advantages over normal electrical signals. It's possible to send many different light signals down a light guide at the same time that won't interfere which each other. As long as the detector can differentiate between the light frequencies (colours) thousands of independent digital signals can be sent down the same microscopic line.

A single fibre connected to every home could supply more than enough bandwidth for all the telephone conversations, TV channels, computer networks and video game links an entire family could ever use.



A BT engineer working on the equipment for Interactive Media Services at the BT laboratories near Martlesham in Suffolk.

multi-user games, which could become one of the biggest areas of growth of interactive TV and games companies.

Playing country-wide multi-user video games could become the new national pastime, especially if Sega or Nintendo get their way. Plans have been drawn up for both satellite and cable systems which can supply the latest games on demand and with major interest being shown by 3DO co-developers AT&T and Time Warner, it has to be taken seriously.

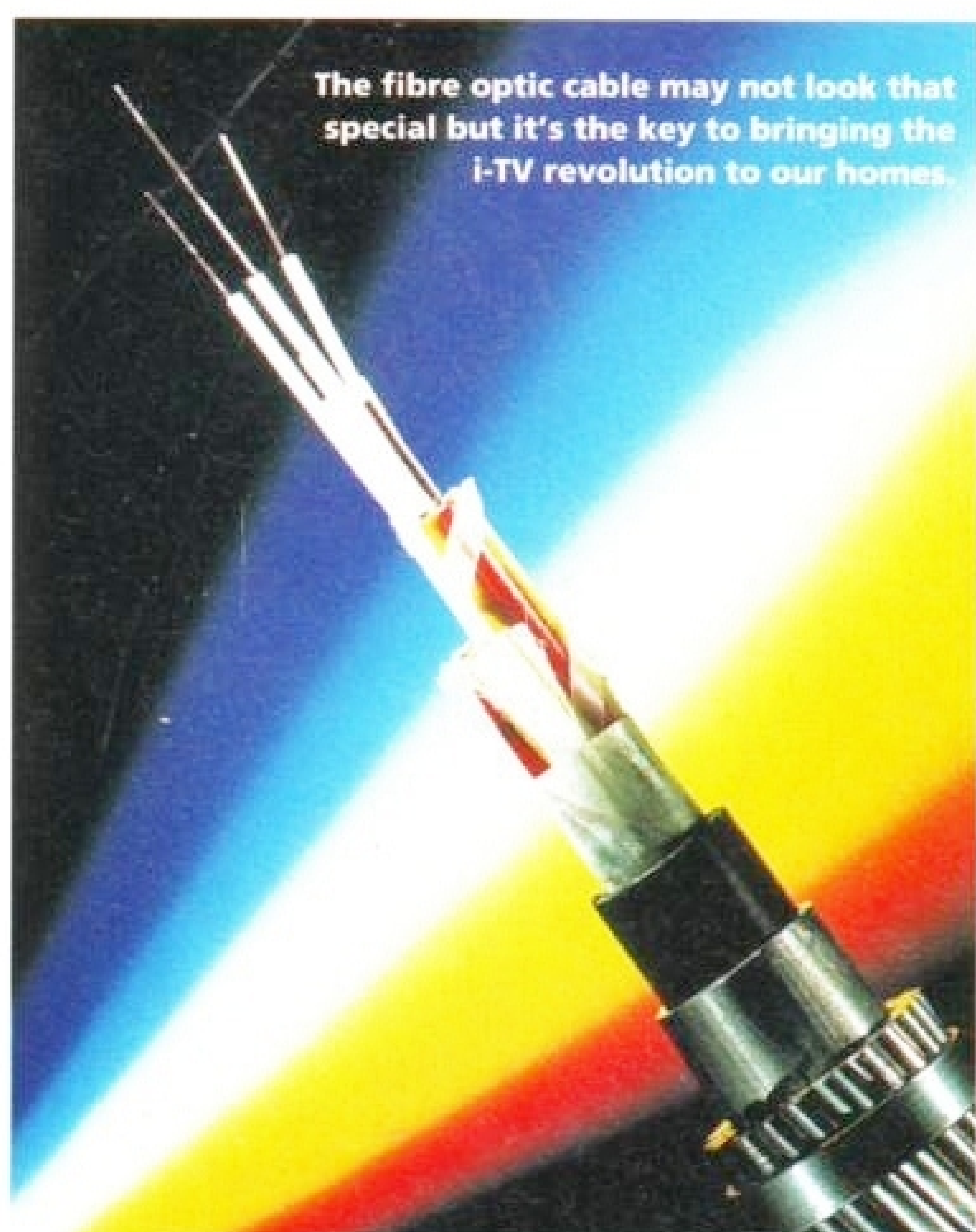
STATE OF THE ART

But some of the most exciting research in the area of interactive TV is being carried out right here in the UK by British Telecom in rural Suffolk.

The Suffolk town of Kesgrave near Ipswich is home to a 70-user-strong experimental system entitled Interactive Multimedia Services, which has been operating since March this year.

Viewers can call up films or other programmes of their own choosing from a selection offered on an on-screen menu on an ordinary television set. The video programs, stored digitally at a central library, are then transmitted in MPEG format via standard telephone lines to a special set-top box manufactured by Apple. From

Continued overleaf ➡



The fibre optic cable may not look that special but it's the key to bringing the i-TV revolution to our homes.

THE WORLD WIDE WEB

Many of the Internet computer sites offer World Wide Web hosts which provide text, graphics, sound, music and animation all with an easy-to-use point-and-click environment. They are free to use and cover a wide variety of subjects: all you need is a suitable client program to access them.

As if by magic, the Amiga has one of the best client programs available, it's called *Amiga Mosaic* and it offers some extremely sophisticated features. With *ARexx* and multitasking, it is clear the potential of the Web has only been scratched.

Earlier today I explored the Louvre art gallery in Paris, by using *Mosaic* to access a Web server there. I was given a ticket and the choice to wander around by myself or take part in a guided tour. I elected to go by myself and watched as various works of art were displayed on-screen.

Later on, I was at a university campus in the States – then I caught up on the latest Amiga news and downloaded a few utility programs. I also did a quick search to see if I could dig up any more information to help me write this feature.

Amiga Mosaic is a Public Domain program, freely available to anyone with access to the Internet FTP site: max.physics.sunysb.edu.

Version 2 of the software is now available, which works on any Amiga with Workbench 2 and above – although Workbench 3's datatypes are required for best results.

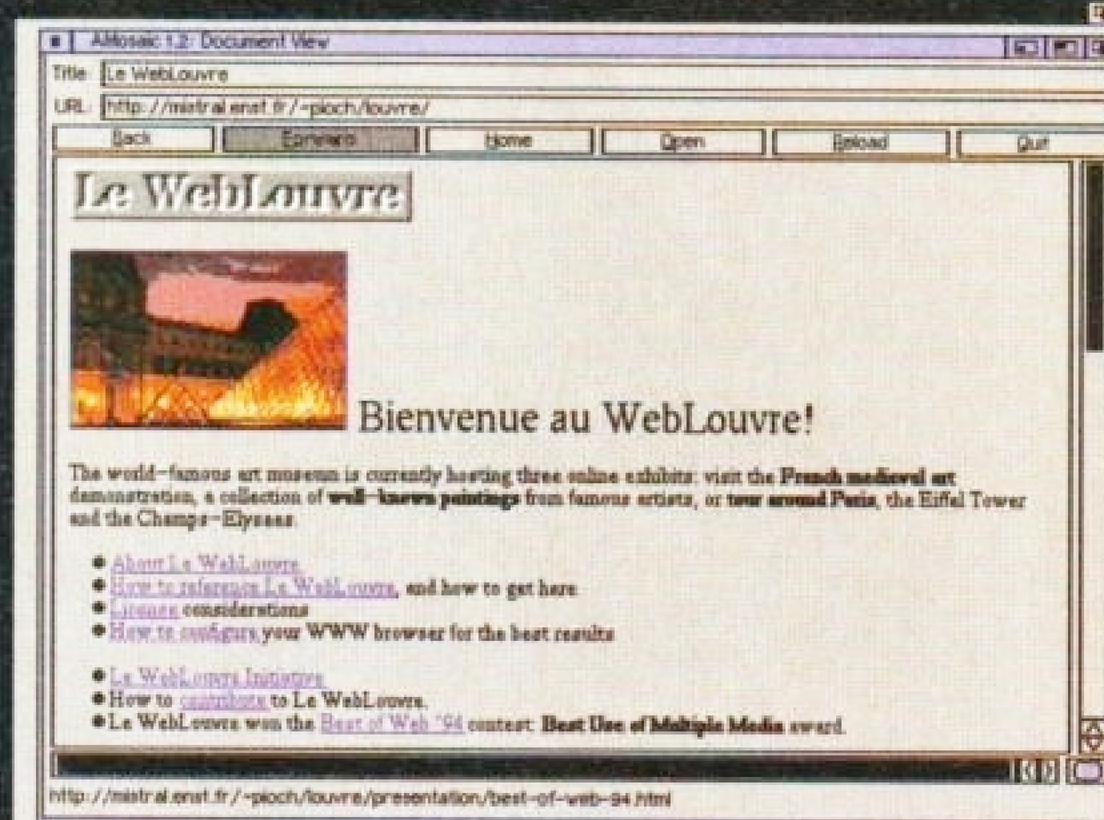
Amiga Mosaic requires *AmiTCP* to be running (version 3 is also available at this site), the *Magic User Interface* (MUI) to be installed and a modem connection to an Internet access point.

If you are interested in getting access to the Internet, and therefore being able to access these sites, there are several companies who provide a modem dial-up service. Demon (tel: 081-349 0063) have PoPs (Points of Presence) in England and Scotland, and Genesis (tel: 0232 231622) serve Ireland.

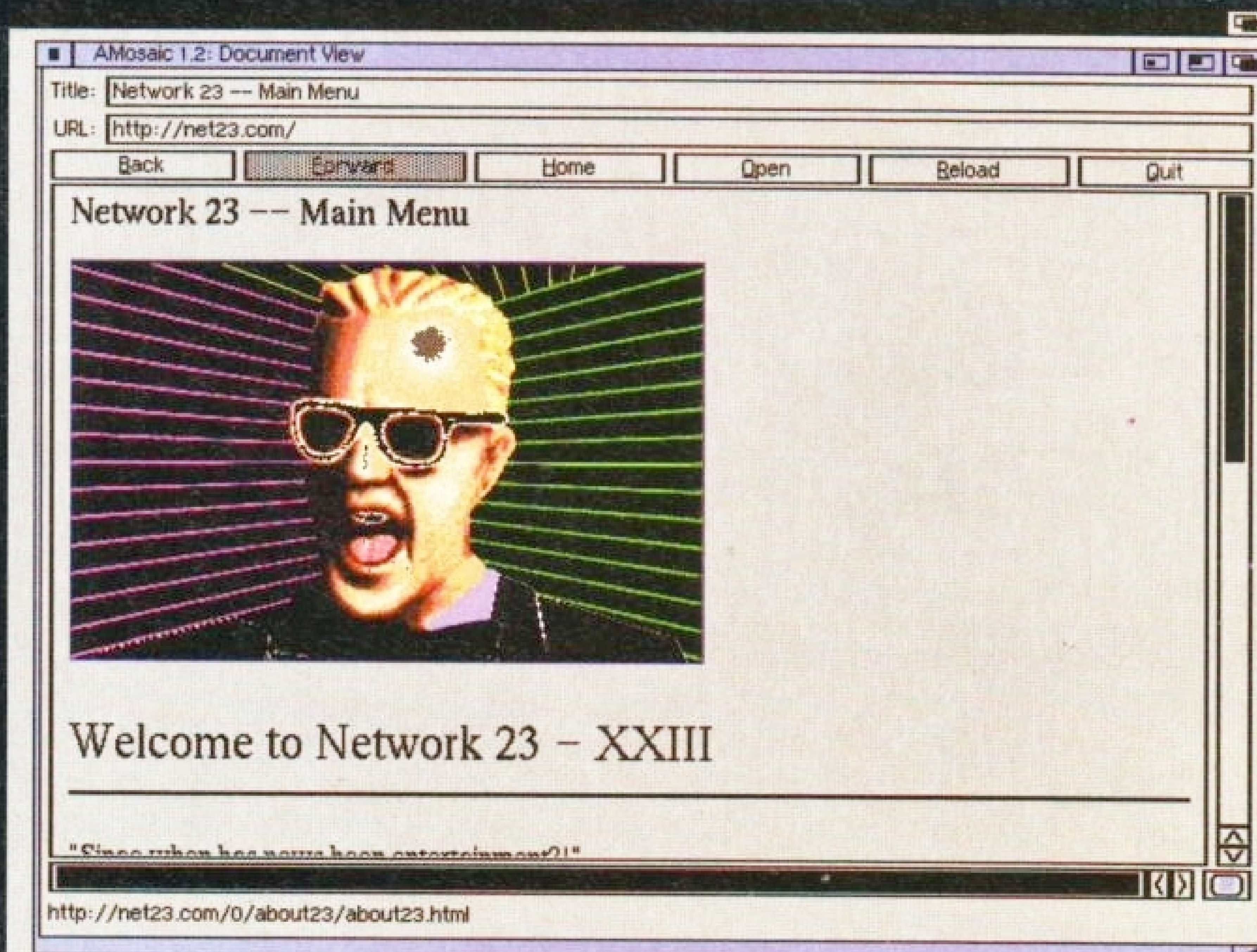
The BBC are also in the process of creating many more PoPs all over the country as part of their Networking Club, linked with the TV programme *The Net* which has just finished its first series run.

The drawbacks to using the Web in this way are plain. In order to work properly, the Amiga requires some rather technical software and a modem connected to an Internet site – which can be expensive if it isn't within the local call area, or if you want to explore a lot. Further, when you are dealing with a lot of graphics and sound a modem link – even at 14,400 bps – isn't particularly fast. By comparison, cable services have the great advantage of being relatively cheap, mainly because the cabling infrastructure permanently exists so you don't have to make an expensive temporary link via a modem and a telephone call.

They are also potentially capable of much greater speeds, which makes all sorts of tricks, such as using a Web program to watch MPEG films, possible.



The Louvre, home of the Mona Lisa and the Statue of David. Take a stroll around without having to set foot in the Channel Tunnel.



Amiga Mosaic is a Public Domain World Wide Web client program which you can use to access the Internet and the Web and open up a whole new universe of digital information.



The World Wide Web is currently as near as you get to two-way TV with an Amiga. Running the *Mosaic* program you can log into sites all over the world to receive text, images, animations and sound. Faster links will eventually provide FMV using MPEG technology.

here the images are reconstituted and displayed on-screen just like any other TV programme.

The only difference to the viewer from existing TV is that they decide what they want to see and when. This is all part of British Telecom's Information Communication and Entertainment project (ICE). Interestingly, current legislation bans BT from setting up their own broadcasting service, but the fact that viewers select the programmes they want to see means the service isn't actually 'broadcasting'.

Hewlett-Packard are also involved in testing their own systems, this time in California and Atlanta, Georgia. Once again, users can select from a range of films and programmes using on-screen menus. They can pause, rewind and fast-forward the images as though they were directly controlling a video recorder.

THE AMIGA AND INFOCHANNEL

Although the Amiga wouldn't seem to be one of the major players in the interactive TV game, it has already started making a name for itself thanks to the *InfoChannel* software from Scala, which has been quietly revolutionising cable TV systems.

InfoChannel is the perfect medium for displaying images and text and it has already been successfully used everywhere from hotel and tourist information systems, to university campus news stations and professional cable television networks.

Scala have their eye on the future, and in one of the most cunning moves in recent years, they have actually managed to employ almost a dozen of Commodore's top brains to help develop *InfoChannel*. It has virtually been a complete take-over of Amiga technology, with only the name Commodore being left behind. The idea is to create a new generation of interactive TV hardware which is capable of providing the ultimate in interactive television systems. Taking the best features of the Amiga, and tailoring them specifically to get the most from the Scala multimedia software will be the job of a new American branch: home to such familiar names as Dave Haynie, Jeff Porter and Mike Sinz – the team that virtually created the Amiga.

Working in co-operation with General Instrument, Scala have developed the *Backbone* – a new operating system designed specifically for interactive TV systems. The specifications for the *Backbone* are almost identical to that of *InfoChannel* or MM300, the only difference being that the *Backbone* is embedded in custom chips.

The same Scala features of EXes (for plug in modules to control VCRs and other hardware), Players and Scripts are all here. *Backbone* will make developing applications possible on many different platforms, including a dedicated set-top box.

One of the first uses the *Backbone* will be put to is the creation of Primestar – a cable/satellite TV system. Primestar is a joint venture between six national cable companies and is the first to use digitally encoded video to obtain a massive 150 simultaneous channels. The signals are transmitted via satellite to local providers who supply homes via cable.

With so many channels available, it is essential to provide an easy and foolproof method of finding your way around – and that is exactly what Primestar is all about. Interactive Programming Guides (IPG) enable the viewer to browse through current and future programs by date, channel or category and order specific titles from video-on-demand providers.

Each service provider can create their own unique user interfaces to provide text displays, clips of forthcoming attractions and full two-way communication.

With so many ex-Commodore employees working on the interactive TV project, it is hard to imagine a system not heavily influenced by the Amiga.

Dave Haynie told *Amiga Format*: "The technology we're working on at Scala is part of the big picture in a number of digital interactive television projects. The only thing that has been announced to date is our agreement to provide various elements for General Instrument's digital satellite TV systems, including operating system and information networking bits."

But this is a race to create new standards, and many other companies are more than interested. Apple are already making boxes for British Telecom, Acorn are reputedly keen on using their ARM Risc processor in a set-top box and rumours still surround a Hewlett-Packard system, reputedly designed around the mythical Amiga AAA chip set. But with the current state of Commodore and the move of Dave Haynie and other Amiga developers, an Amiga/HP box seems extremely unlikely.

The constant list of names supposedly interested in buying Commodore read like a *Who's Who* of companies most likely to be interested in i-TV. We know the Amiga is the best machine for the job, but only time will tell whether it's the system of the future.

ADVERTISEMENTS

One thing is certain in this interactive age – TV advertisements as we know them will have to change their image. With a limitless supply of different channels to choose from, no one will be forced to sit through Danny Baker doorstepping a bored housewife with a packet of Daz and a cheesy grin.



Scala are preparing for the future with *InfoChannel*, which has already been used to display text and images in hotel information systems and on cable TV networks.



Scala's next move is to develop *Backbone*, a new operating system designed specifically for interactive TV systems.

Pictures supplied by: British Telecom, Videotron, Science Photo Library.



Can you imagine playing *Syndicate* against other people over an i-TV network? This could be the future of video games.



Flight sims are prime candidates to be played on interactive television – they take on a whole new dimension when you're facing human opponents rather than computer-generated ones.

The disadvantage to a freedom from adverts is obvious: who will pay for the programmes? The answer is equally apparent – you will.

The same technology that delivers the programs of your choice directly to your TV set will also be able to charge you, and perhaps even automatically debit your bank account as you watch.

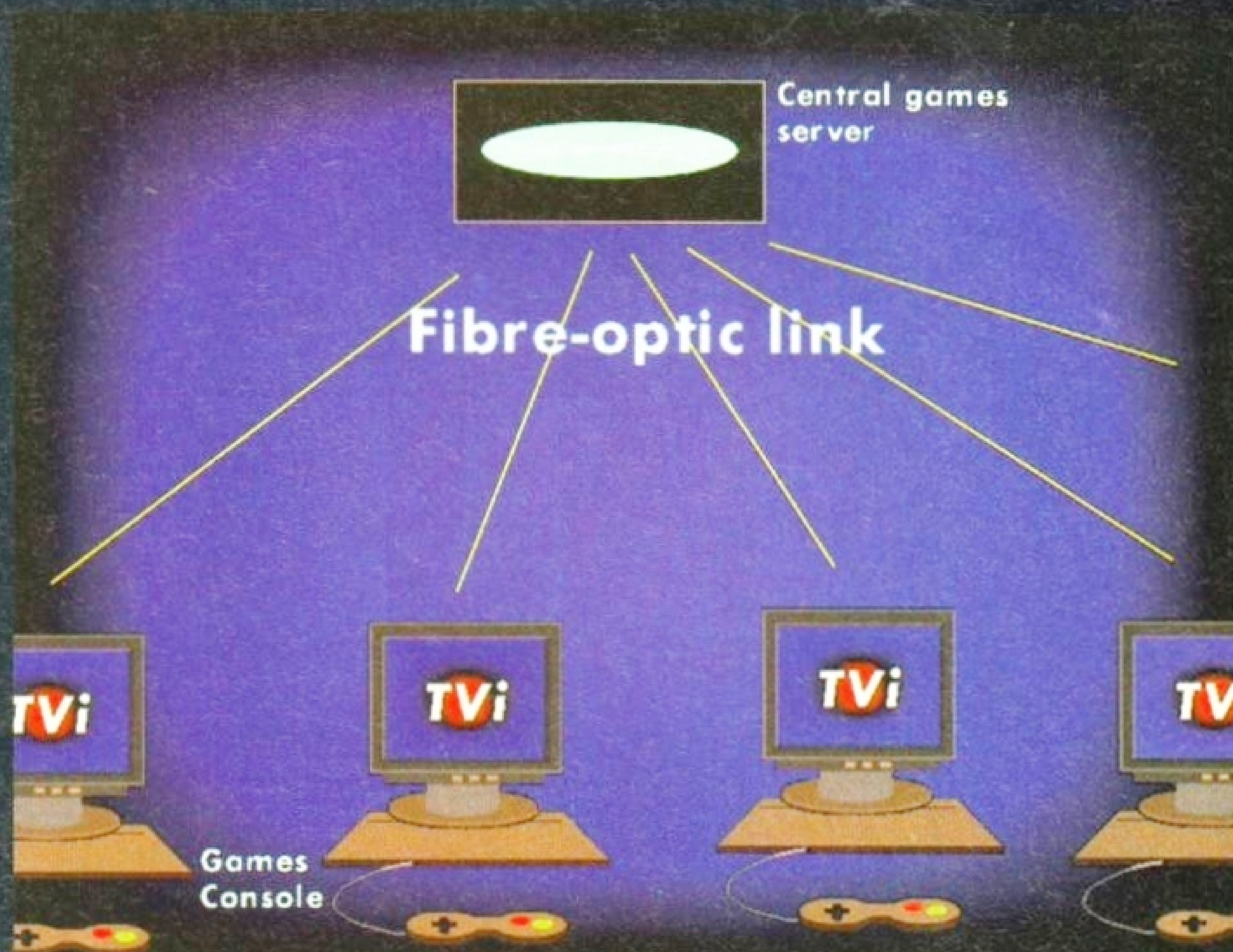
GAMES ON DEMAND

Just when everyone thought that CD-ROMs were the ultimate in video games distribution, along comes the notion of Games On Demand. Instead of selling a disk with the entire game on it, all the necessary data is stored at a remote site and piped directly to the computer console via the fibre optic network.

The player chooses which game from an on-screen menu, and probably has to pay each time they download. There are two ways of delivering the games: either download the complete game directly to another storage medium, or continuously as the game progresses. The latter method is technically more difficult, but it is virtually pirate-proof (the entire game is only held at one secure site) and offers programs which are potentially limitless in size.

The possibilities offered by making use of the interactive element opens some amazing doors. As anyone who has ever played *Doom* over a PC network will testify, playing against real people is always more fun than playing against computer-generated opponents – just imagine playing *Syndicate* against human opponents.

The speed of fibre optic systems means that games can make more extensive use of real, digitised graphics. With terabytes of data to choose from, the next generation of games will be worth seeing! If you can't wait for real-time networked games, there are plenty of Multi-User Dungeons scattered all over the Internet, just waiting for your call.



A central server can store hundreds of games, which can then be downloaded to subscribers' computer consoles on demand. The user can either download the complete game or it can be downloaded in sections. The server also allows a degree of networking to create multi-played tournaments and competitions.

JARGON BUSTERS

MPEG: Motion Picture Expert Group – the standard used to compress moving images. A counterpart to the JPEG (Joint Photographic Expert Group) compression systems many Amiga programs use to save images.

FIBRE OPTIC CABLE: A strand of glass, about as thin as a human hair. By sending laser light through it, digital information can be transmitted at rates of terabits per second (10^{12} bps).

INTERACTIVE TV: Television at the moment is a one-way experience – you watch what is transmitted. Interactive TV gives the viewer feedback to choose options from on-screen menus in order to influence programs, use home shopping channels or participate in video games.

MINITEL/TELETEL: The French Telecom information network is called Teletel, and to use it you need a terminal called a Minitel – basically this is a modem, keyboard and a display all jammed into a box. You can access Teletel from outside France: call France Telecom Network Services for more details (tel: 071-397 4747, fax: 071-397 1404).

VIDEO ON DEMAND: Using a special two-way link between the video subscriber and the service provider, it is possible to create television systems where the viewer decides what they want to watch and when.

INTERNET: The 'network of networks' which covers the entire world. Anyone can use it to send E-mail or download software.

E-MAIL: Electronic mail – a text-based message sent to someone's electronic mail address.

WORLD WIDE WEB: A hypertext system with pictures and sound which uses the Internet to allow global access. The subjects on the Web cover almost every conceivable topic.

INFORMATION SUPERHIGHWAY: A rather twee term created by the Americans to describe the ever-increasing use of the Internet and other electronic networks to distribute mail and information across the globe.

SET-TOP BOX: Before a television set can be connected to a cable TV system, it needs extra electronics to decode the in-coming signals. Jerrold is the simplest example of such a unit, but several others are now available, including the Videoway from VideoTron (081-244 1544) which is already installed in many homes in London. State-of-the-art boxes on test include MPEG decoding equipment, and a feedback channel.

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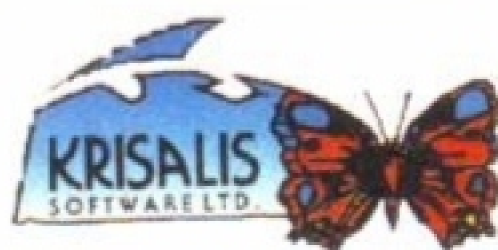
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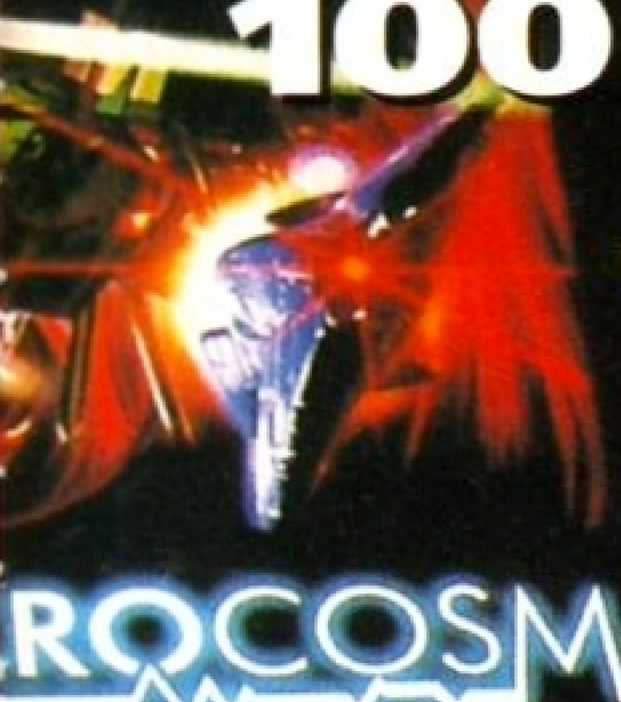






THE GREAT £4,000 CD GIVEAWAY!

FIVE ZAPPO DRIVES AND 100 CD GAMES TO BE WON!



To celebrate the arrival of CD power for the A1200, Calculus Computer Stores and a whole host of softies have kindly donated a load of CD gear for *Amiga Format* readers. We've got £4,000 worth of CD drives and CD games to give away. Five winners will each win one of Indi Direct's fabulous Zappo drives plus 10 highly-rated CD games, consisting of *Sensible Soccer, Microcosm, The Chaos Engine, Lemmings, Sabre Team, Chuck Rock II, Ultimate Body Blows, Arabian Knights, Legacy Of Sorasil* and the *Alien Breed: Special Edition/Qwak* double pack. Another five runners up each win 10 discs (sorry, but if you don't have a CD machine to play them on, tough).

So, in horribly traditional competition fashion, we're going to ask you to answer some questions. But you know that TV programme *Movies, Games & Videos*? You know they have a question at the end, like, 'Which famous mouse did Walt Disney invent? a) Mickey b) A train c) Steven Spielberg.' Dreadful aren't they?

Well fear not. Here at *AF* we're far more ruthless than that: our questions are swines. We've got 10 sticky CD-related posers to test your powers of observation. The answers are in the mag – you've just got to find them. So readers, on with the misery...







1) What is the make and model of the CD mechanism inside Indi Direct's Zappo CD drive?
2) What is the name of the TV host of *Mega Race*?
3) Which company provides an insight into dinosaurs on CD-ROM?
4) What port does the Zappo drive use to interface with the A1200?
5) Which CD^{32} games get an *Amiga Format* Gold in this issue?
6) What sort of keyboard do you need to use MicroBotics' SX-1 CD^{32} expansion unit?
7) What might Commodore's potential CD-based A1200 be called?
8) What was the name of Commodore's very first CD-ROM drive?
9) What sort of data transfer rate can you expect of the Zappo CD drive?

And the killer question...

10) How many times does the word CD (and CD-ROM) appear between, and including, pages 93 and 109?

Write your answers on a postcard or the back of a sealed envelope and send your entry to *Amiga Format* CD Compo, 30 Monmouth Street, Bath, Avon BA1 2BW. Make sure your entry gets here by August 31, otherwise the only thing you'll win is the undying gratitude of the postal service.

SCREEN PLAY

THAT BLOKE'S NOT ROB!



I know what you're thinking; 'that bloke with the *Sensible Soccer* skin doesn't look like Rob'. You're right. Rob has departed to lead the life of a Romany and there is another hand on the tiller. Mine. Anyway, formalities dispensed with, you may notice that the ScreenPlay section looks a little different this month. For a start, we've brought you a couple of Work In Progress features; the first is the impressive, futuristic *Mega Race* CD32 and the second, Binary Asylum's 3D shoot-em-up, *Zeewolf*. Oh, and we've crammed in even more news.

The World Cup may be over but the footie games keep on rolling in. The latest contenders are *Empire Soccer* and the eagerly-awaited *Kick Off 3* – to find out which takes the spoils check out pages 50 and 54. The letter B is most prolific this month; no fewer than four games begin with it and one has been particularly popular in the office.

In an attempt to keep pace with the *Police Academy* films, Sierra have released the sixth incarnation of the *Kings Quest* series and our definitive review is on page 58. Allied to the reviews, we've got some hot tips on *Elite II* and a complete solution to our *Syndicate American Missions* disk so if want to finish it yourself, skip Gamesbusters on page 83.

Steve Bradley

AMIGA FORMAT'S REVIEW POLICY

Every month we scour the world's software houses for the latest and greatest Amiga games. Naturally we try to ensure we keep you as up-to-date as possible, and we'll stop at nothing to bring you definitive, no-nonsense reviews of the games that matter.

WHAT OUR REVIEW SCORES MEAN

90+%
The *crème de la crème* of Amiga games. Only the very best, most playable and original games are awarded an *Amiga Format* Gold, the most highly-prized rating there is.

80-89%
These games are considered to be very good, but due to minor flaws are not the finest examples of their genre.

70-79%
These are good games which are worth buying, especially if you have a special interest in a certain game type.

60-69%
Average releases with limited gameplay and appeal. Games in this category tend to have significant flaws.

50-59%
Below average games like this are unlikely to impress your mates or your wallet. Avoid them if you can.

40-49%
Overwhelmingly poor quality games with major flaws and appalling gameplay. They're an embarrassment.

Less than 40%
The lowest of the low. Don't even consider borrowing 'em.

BANSHEE

Fly through the air with the greatest of ease and shoot, bomb and blast everything in sight – in a bi-plane?

P62

PREVIEWS

REVIEWS



EMPIRE SOCCER
They thought it was all over, but as the World Cup draws to a close here's yet another footie game. But is it any good? Turn to... p50



KING'S QUEST VI
As this long-running adventure game reaches episode six, we ask: can anyone really remember the original *King's Quest*?... p58

COMING AT MEGA RACE

CD32 owners bemoaning the lack of dedicated CD games should cease, as Steve Jarratt takes The Software Toolworks' *Mega Race* for a spin...



Ooh, it's a bit like that Peugeot 306 ad where the road turns into a big snake. Sort of.



Freed of the limitations of on-the-fly polygon rendering, *Mega Race* provides some spectacular heart-in-the-mouth roller-coaster graphics. Here you're about to pull six Gs going downhill with a following wind...

One of the first CD32 games to really show off the potential of CD gaming is The Software Toolworks' *Mega Race*, a conversion of the PC CD-ROM game. Coded by French developers Cryo, *Mega Race* is a street racer set in the future; the *Mega Race* of the title is actually the name of an interactive TV show, in which the audience participate in a virtual race. It's not real, so it doesn't matter if the opposition get completely wasted!

To set the scene, *Mega Race* kicks off with a lengthy video intro (shown below), which mixes beautifully-rendered and animated scenes of hovercraft, a neon-festooned cityscape and a scurrying domestic robot, interspersed with real footage of Lance Boyle, zany host of the *Mega Race* show.



Lance takes you through the rules of the game, and then it's off to the options screens to select your car. Again, these street machines are very slickly-rendered, magically constructing themselves as they rotate up and out of the floor. Once you're all hardwared-up, it's off to the starting grid.

Technical trickery

Unlike most racing games, the tracks aren't mathematically calculated and displayed a frame at a time – like *Formula 1 Grand Prix*, for instance. Each one of *Mega Race*'s 17 courses (plus a few hidden ones) was designed and drawn on a PC using *3D Studio*. Effectively, the road and scenery is just video footage, and they are played back from disc.

"The idea of the game was that the racetrack and surrounding scenery was rendered, and that the cars are put on as sprites," explains Jean-Martial Lefranc, one of Cryo's founder members. "The big technical trick in *Mega Race* is to have the sprite follow the rendered track as you play, and getting the car to go away from you or grow closer, as you race."

Cryo have managed something of a technical coup in getting the cars to respond correctly to the course. As the pre-rendered imagery is played back, the car sprites need to know where they are in relation to the road so as they go round corners or behind hills, the sprite is 'clipped' accordingly.

Getting the cars to interact with the track is the most important aspect of making the game believable – and playable. "You have to store the relative position of the car to the track," explains Lefranc, "because the track actually interacts with the car. What happens is that the track contains zones that affect your car: you can get booster points, a weapons point, a braking point, and the car even spins when you cross a certain zone. The



TRACTIONS



That big pointy white line is a speed-up: drive over it and your car is given a speed boost. In reality, what happens is that the frames of course footage are displayed more quickly giving the impression of acceleration. Clever, huh?



Ah... the deserted open road. Of course, in the finished game it will be full of other cars all wanting to do you in.



Here we are driving through the neon-festooned city at what looks suspiciously later than my normal bedtime.


Mega Race plays host to one of the lengthiest game intros ever, featuring smart 3D rendered visuals.


Later in the intro, two *Mega Race* cars come swooping into view. One nudges the other and sends it spinning...


Er... unless I'm mistaken, this next bit requires a ludicrous amount of tyre grip. Or a parachute.

bulk of the game code enables the sprite car to interact with the pre-calculated background."

However, despite overcoming the problem of interactivity, one of Cryo's major tasks has been in simply storing all the car sprites. "Because the car is seen from lots of different angles," says Lefranc, "you have to hold lots of sprites in memory. That takes up a lot of RAM space, so we had to find a tool that would provide very effective compression of each frame."

Course compression

Cryo also had to do some impressive compression on the course footage. To make sure the game maintains a healthy pace, the rendered scenery has to be loaded in as fast as possible, and so each frame was crunched down to around 5K. Acceleration and deceleration is then handled by speeding up or slowing down the playback speed of the course footage: a simple but highly effective means of controlling the speed of the game.

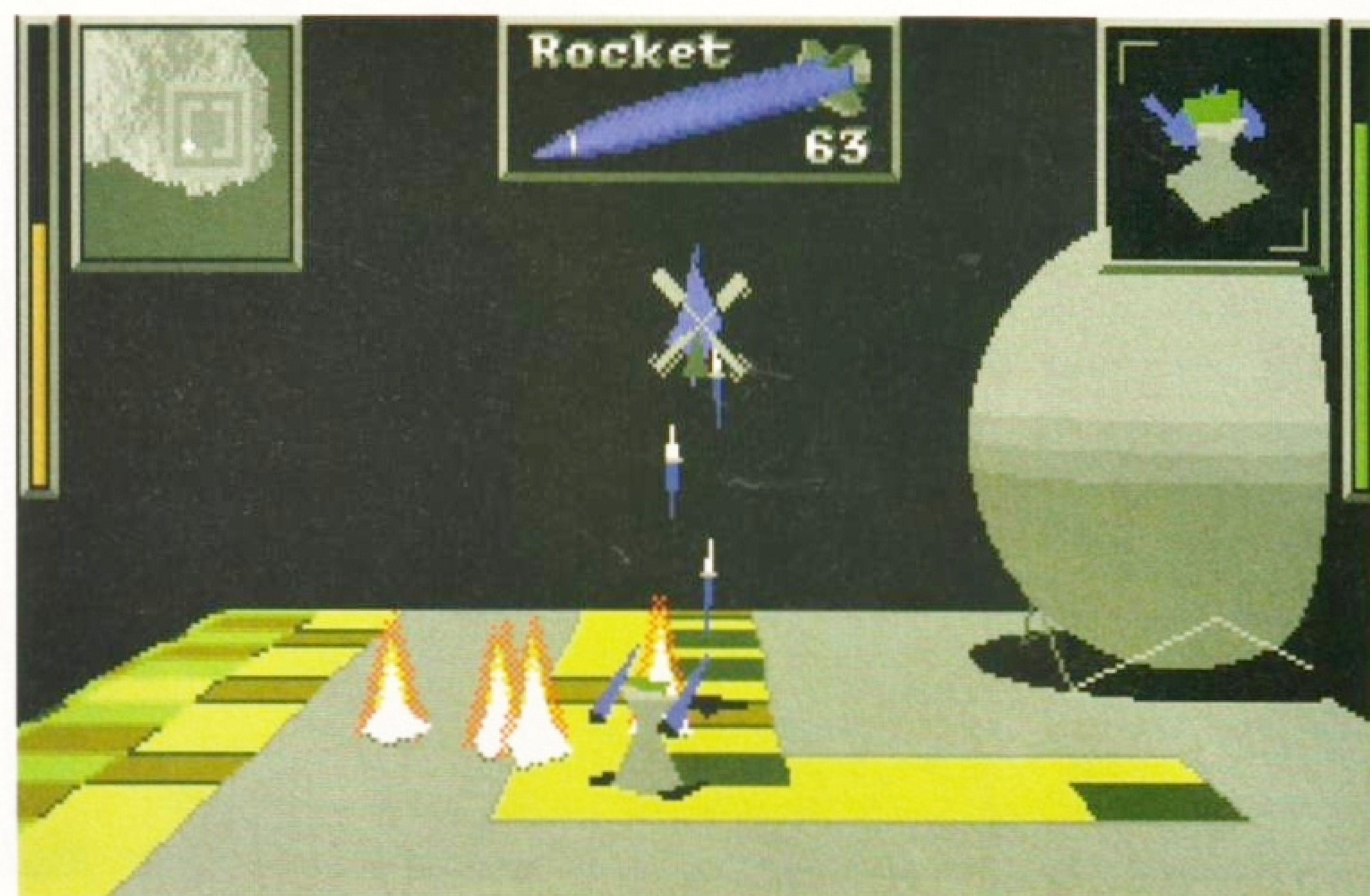
Compared to the original PC version, CD32 *Mega Race* is looking very smart indeed. The video intro is smoother and much more detailed, the courses are more colourful and less blocky, and the game runs even more quickly. And, of course, you don't have to spend the first three hours fiddling with the memory management and optimising your CD drive before you can get the bloody thing to work...

MEGA RACE
FROM: The Software Toolworks, Priority House, Charles Avenue, Burgess Hill, West Sussex RH15 9PQ. Tel: (0444) 246333
VERSIONS: CD32
RELEASE DATE: November 94
DEVELOPERS: Cryo
PRICE: To be decided



Work in progress ZEEWOLF

Ex-*Amiga Format* staff in Asylum shocker! Two founder members of the *AF* team got heartily tired of writing about games and so decided to produce their own...



***Zeewolf*'s helicopter is one of the first to use inertia in it's flight. Apparently, it uses translational lift (what?) to fly which makes it behave much as helicopter would in real life. Game mechanics eh?**

Amiga Format is five years old this month. If you're lucky enough to have a copy of the first issue you'll notice (perhaps not with interest, it must be said) that Jason Holborn was technical editor and a certain Steve Jarratt was listed as a contributor (he wrote the cover story). How does the old saying go – the more things change, the more they stay the same?

But what on earth became of editor Bob Wade and reviews ed Andy Smith? Well, after playing and reviewing so many Amiga games they decided that they could do better and promptly hot-footed it off to an office around the corner and formed Binary Asylum, with programmers Andy Wilton and Jim Gardner.

Binary Asylum have commanded more column inches over the past few months than they could rightfully expect – they haven't actually released a game yet, nor do they expect to until the end of the year. But as ex journos, they have both the nous and the necessary industry contacts to gain them maximum exposure. Currently in progress is *Zeewolf*, a 3D helicopter shoot-em-up which, to date, has been likened to the David Braben classic of yesteryear *Virus, Conquerer, Thrust, Choplifter, Defender* and EA's *Desert Strike*. In truth, it marries the classic mouse control method of *Virus* (and it's not wildy disimilar in looks, either) with the tactical mission elements of *Desert Strike*.

Who's afraid of...

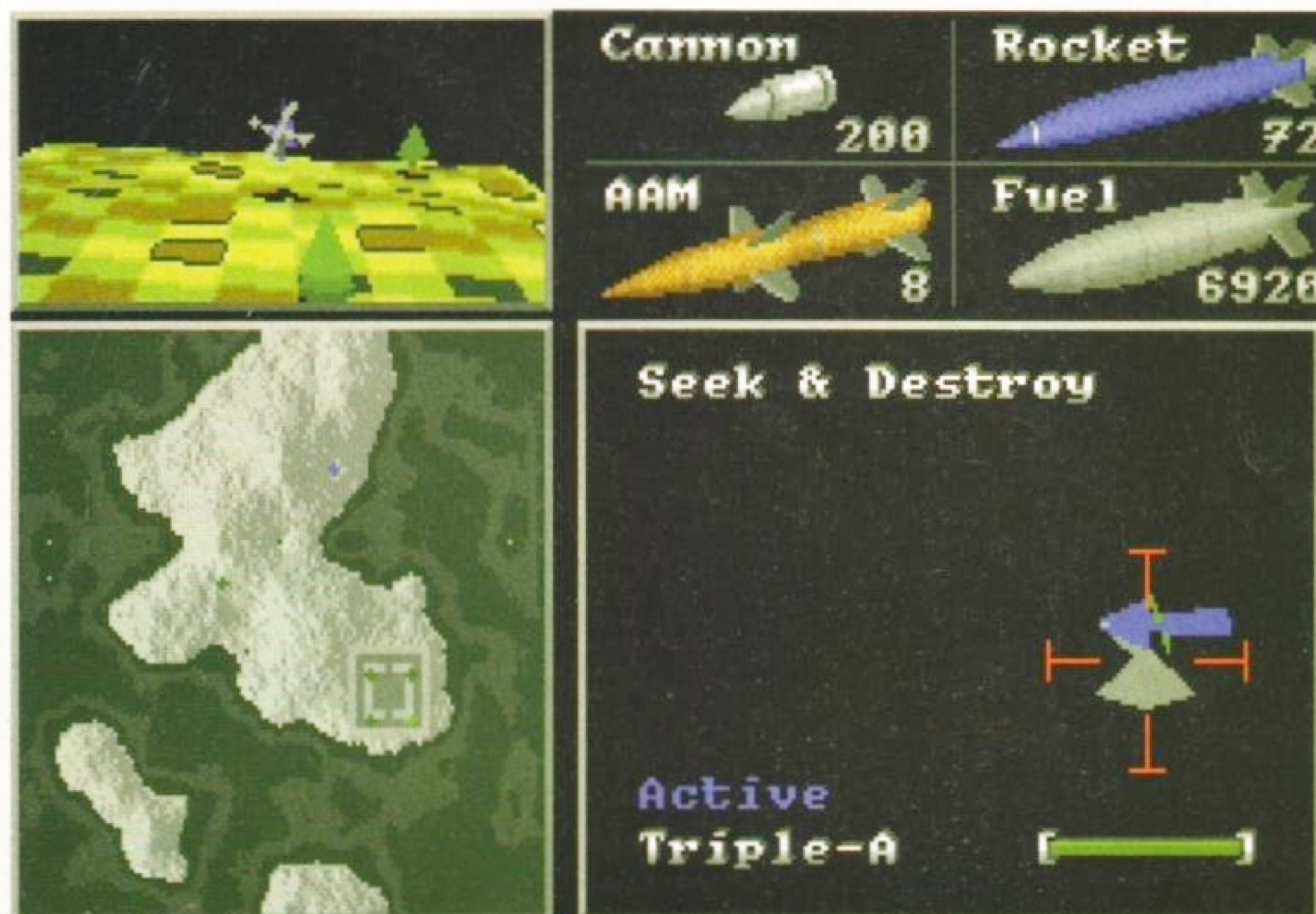
Zeewolf puts you in charge of an attack helicopter and your task is to plough through some 32 missions – each mission can be completed in any number of ways and there's a fair chance that completing some in particular ways may see you embarking on the odd secret mission. This makes the whole process of the game far less linear than games such as *Desert Strike*. Most of the missions involve rescuing people from various areas and battling an evil swine before destroying the odd, seemingly indestructible boss.

You can even pick up allied combat vehicles and drop them behind enemy lines, though once dropped they are controlled by the computer. The landscape is an undulating patchwork and programmer Andy Wilton has cleverly used colour interpolation. What the...?

Basically, when the pieces of the patchwork meet there's a contradiction in the colours, and to smooth this contradiction, you use a colour somewhere between the values of the other two which basically has a smoothing effect. Colour interpolation, see.

Asylum have been canny enough though to make *Zeewolf* both joystick and joypad compatible for those with mouse phobia and hopefully they will have sorted out keyboard compatibilty by the time the game hits the streets.

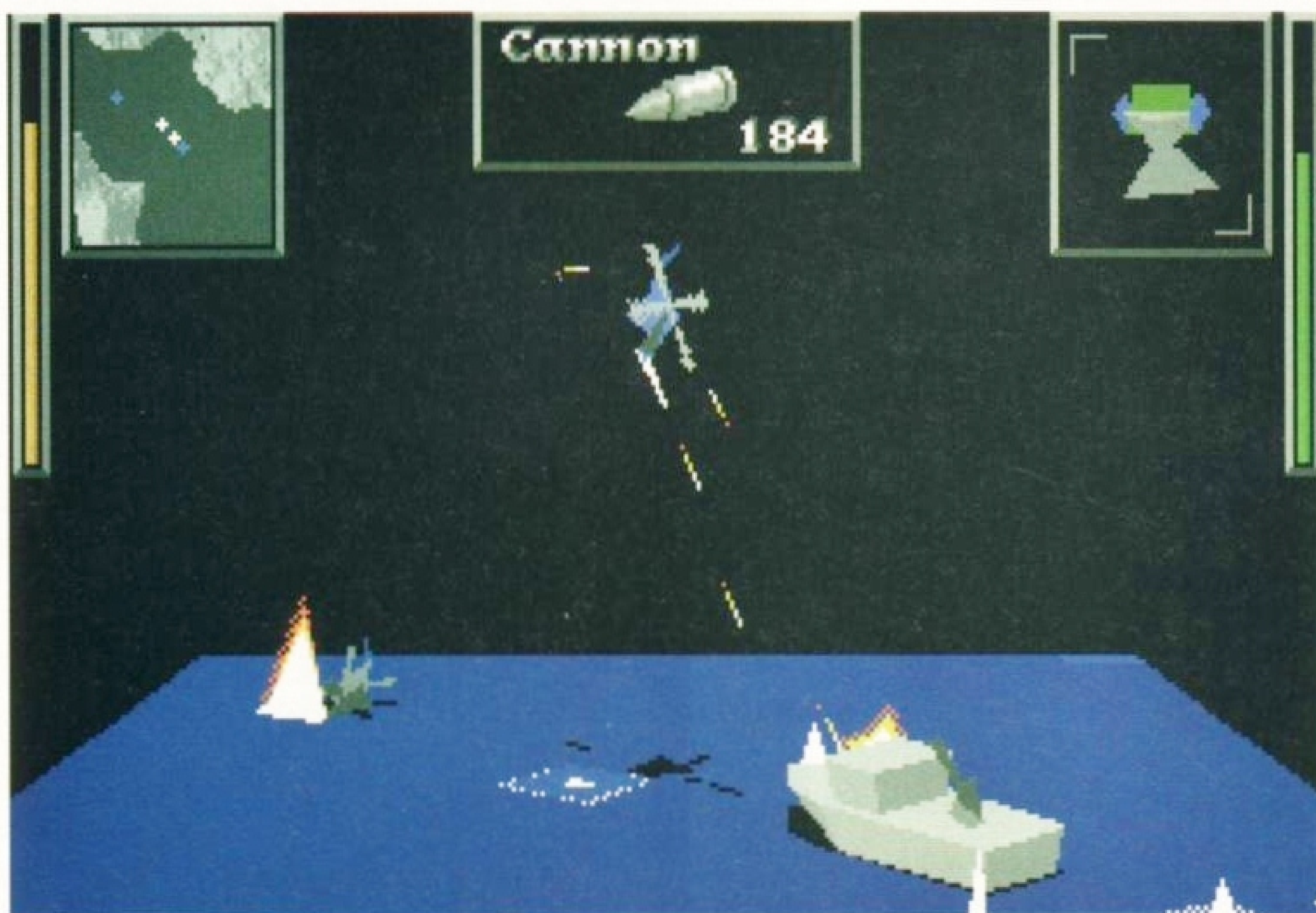
According to PR manager Andy Smith, the key word is playability. "With *Zeewolf* we've tried to give the player a decent, enjoyable game that's essentially fun to play – we haven't followed any game design formulae but simply remembered that



***Zeewolf* has both a map and a radar to help you home in on the enemy. You can also keep up-to-date on your weaponry which include cannons, rockets and air-to-air missiles though AAM's have to be used sparingly.**



Using a mouse proves tricky, but after a while this method is more responsive than joystick or joypad.



The missions are based both at sea and on land. Andy Smith says that they have deliberately kept the playing area small so that there is not so much pointless flying around. A few rounds of cannon fire should see off the ship.



Zeewolf harks back to an old tradition where gameplay came first and beautiful graphics second. However, the game's 3D visuals have been executed superbly.



Inevitably, and of course, realistically, helicopters have to refuel during missions. The Zeewolf must return to ship to get its gallons of unleaded.

the most important ingredient in any good game has to be the playability." And by jove he's right. So many games are dressed up in fancy graphics and liberally sprinkled with whacko samples but lacking somewhat in gameplay.

Where's polygon?

So are Binary Asylum going back to basics? Andy Smith reckons yes and no. "*Zeewolf* doesn't pretend to be ground-breaking, it's evolution, not revolution in that we've taken some old ideas and previously accepted methods of doing things and brought them right up to today's standards.

"That's how we can employ curved surface technology and 32 colours and still have it running fast and playable on an unassisted A500." Programmer Andy Wilton spent a good few months creating a polygon game engine to enable *Zeewolf* to run 32 colours at 17 frames a second and it only takes up only 100K leaving plenty of space for more missions and enemies. What's more the whole caboodle will come on one disk.

Zeewolf may be a tad retrogressive but then Binary Asylum admit that they have been heavily influenced by games such as *Virus* and *Choplifter* where playability was everything. But some games players are going to see *Zeewolf* as a breath of fresh air. Most Amiga owners will never have seen anything like it. We'll keep you up-to-date with *Zeewolf*'s progress over the coming months.



Another element to *Zeewolf* is that you can update and renew your weaponry although you must be successful in missions to earn the money to purchase them.

ZEEWOLF
FROM: Binary Asylum,
28, Brock Street,
Bath, Avon BA1 2LN.
Tel: (0225) 428494
VERSIONS: A500
RELEASE DATE: December '94
DEVELOPERS: Binary Asylum
PRICE: £To be decided

N.I.B

A whole host of new games for your delight and delectation...



THEME PARK: We'll have an exclusive look at Bullfrog's God-cum-management game on our Coverdisk in golden October.

The temperature goes up, the prices comes down. US Gold's budget arm Kixx is re-releasing a host of titles in August for just £4.99, including *Indiana Jones And The Last Crusade*, famous beat-em-up *Street Fighter*, *Rick Dangerous* and *Stunt Car Racer*. For further details contact US Gold on 021-606 1800.

Meanwhile, Liverpool softies Psygnosis are having a Summer storm – six titles have been slashed to £12.99, *Walker*, *Wiz 'n' Liz* and *Prime Mover* included. But make haste, for the titles are only being cut until the first week in September. Contact Psygnosis on 051-709 5755.

The World Cup is over. And we're still waiting for the official US Gold footie game *World Cup USA '94*. Fear not though, we should have a full review for you next month. And while we're talking football, *FIFA Soccer*, EA's console blockbuster and projected *Sensible Soccer* beater has been delayed for a few weeks but hopefully we should have the definitive review for you within a couple of months.

Coverdisks are great aren't they? We've got a couple of real belters coming up in those fine Autumnal months of October and November. Pop funsters Fairground Attraction once suggested that, "it's got to be perfect, it's got to be worth it", and *Theme Park* should fit the bill to a tee. Bullfrog's forthcoming blockbuster works on two levels – visually it's a cartoonfest yet beneath the beauty lies a detailed business and marketing simulation. Check out our exclusive demo in October, you won't be disappointed.

"A good walk ruined", Oscar Wilde opined when tackled on the subject of golf. But Oscar never had the chance to play *Sensible Golf* (he

Continued overleaf ➡



SENSIBLE GOLF: Another Coverdisk and another potential classic. This time it's golf.



ALL TERRAIN RACING: This features simultaneous two-player mode and power ups to satisfy Damon Hill.

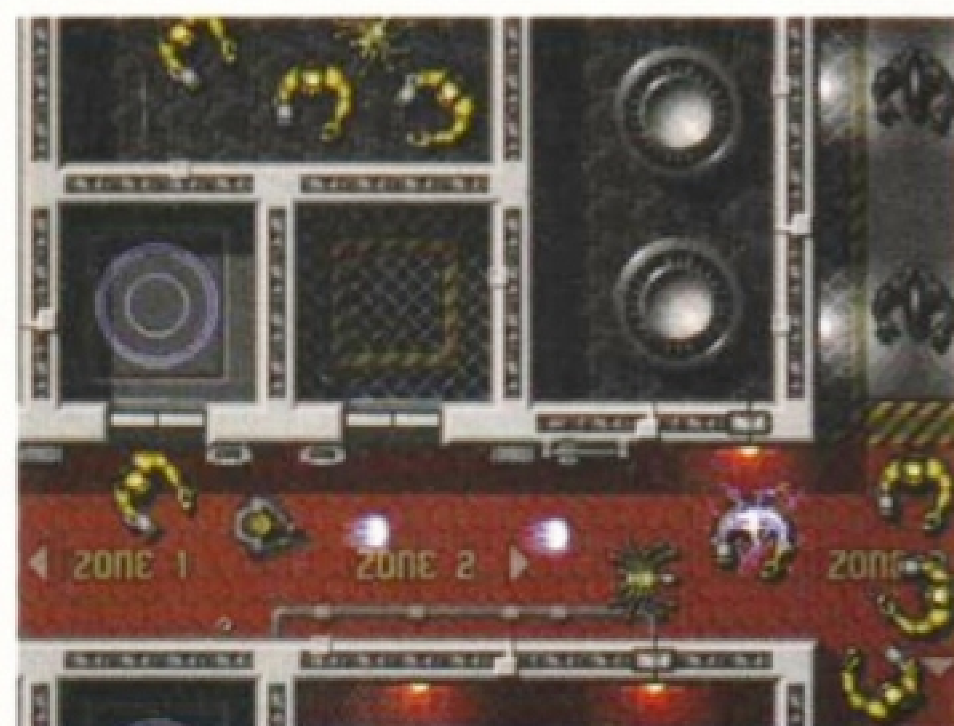
died a long time ago), but you will when we roll out our demo on the November *Amiga Format* coverdisk. Using a similar game engine to their previous outings, *Sensible Golf* is the first golf sim to adopt the top-down perspective and with the promise of humour combined with their now-renowned ability to create the ultimate in playable games, it could, ahem, bunker the opposition. Busy time for Sensible Software – they're still in the throes of completing *World Of Soccer*, their all-encompassing arcade/ management spectacular which should hit the shelves sometime in October.

Team 17 are keeping busy. Not content with re-releasing *Overdrive* (£10.99), a decent-enough racing game, they're planning an October release for another. This time it's a more knockabout number called *All Terrain Racing*, which features a simultaneous two-player mode and a host of circuits, cars and extra bits that folk stick into games. Like power-ups. And the Teamsters have hopped back on board the good ship *Alien Breed II*, this time it's subtitled *Tower Assault*, with 50 new levels and improved graphics – and some fancy Lightwave 3D scenes for the CD32 version. Also in progress is *Super Stardust*, a 30-level, 256-colour shoot-em-up with ray-traced guardians which should rear it's head in September. Contact Team 17 on 0924 201846.

Krisalis (0709 372290) follow up their big hit *Manchester United Premier League Champions* with a Professional Footballers Association-endorsed game, *Player Of The Year*, which is expected to feature some arcade action. Details are scant at present but it should be available early next year.

Vulcan Software's *Valhalla* has undergone some hasty minor surgery. Some felt that it was rather too easy to perish early on and so the breakable tiles which see you tumble to your death are now more distinguishable. Contact Vulcan on 0705 670269 for further details.

Vital Light ('wake up in the morning, slaving for bread sir') is the title of Millennium's (0223 844894) forthcoming space age shoot-em-up which involves blasting colour blocks before they reach your protective force field – and addictive fare it looks from the brief glance we've had. *Vital Light* will be released soon.



TOWER ASSAULT: The latest incarnation of the *Alien Breed* series, this promises to be addictive stuff.

GRAHAM GOOCH WORLD CLASS CRICKET - TEST MATCH SPECIAL EDITION

Audiogenic 081-424 2244



112 runs required, can you defeat the West Indies? It's a pity that Audiogenic couldn't have made some of the West Indians black for that added realism – a criticism of the original too.



Although this features a host of famous matches, a few rain-stopped-play games would have been nice – we could adjourn to the pavilion for 'refreshments'.

Following the success of *Graham Gooch World Class Cricket*, and the *Second Innings* disk, Audiogenic are set to release an updated version – the *Test Match Special Edition*. The original was by far the best Amiga cricket game though there were one or two bugs which Audiogenic claim to have eradicated, and the gameplay has been optimised so the computer teams are now more difficult to beat.

Included are all nine test-playing squads and 10 pre-created games of historic matches which you can join at choice moments and attempt to defy the odds – you can try and beat England's 46 all-out against the West Indies earlier this year. Look out for the full review next month.

ON THE BALL

Daze Marketing 071-328 2762



On The Ball features some fairly wicked animated sequences of soccer action, but it remains to be seen whether footie management cogniscenti will take to it.

Is *On The Ball* the soccer sim to beat the likes of *Premier Manager* and *Championship Manager*? Find out next month whether it has the balls.



Cripes. Another footie management sim is ready for release. Can the market stand any more? Well, it would appear so – Black Legend's *Tactical Manager* is currently at number two in the charts and there are three more titles in the top 30. *On The Ball* is the UK version of a German game charmingly known as *Anstoss* and differs from the majority of its peers in that graphical presentation is an important feature – there are animated TV-style match sequences complemented with running commentary. It certainly looks impressive but whether hardened management sim fans will take to it remains to be seen. We'll have a comprehensive review next month.

CHARTS

If you want to know which games you *must* have in your collection, look no further than the *Amiga Format* charts.

TOP 10 BUDGET GAMES

1.	Arcade Pool (Team 17)	FG94%
2.	Sim City Classic (Hit Squad)	83%
3.	Battle Of Britain (Kixx)	Not reviewed
4.	Corkers Compilation (Corkers)	Not reviewed
5.	Eye Of The Beholder 2 (Kixx)	Not reviewed
6.	Monkey Island (Kixx)	9/10
7.	Dune (Hit Squad)	85%
8.	Road Rash (Hit Squad)	84%
9.	Jimmy White's Snooker (Hit Squad)	90%
10.	Cadaver (Kixx)	76%



ARCADE POOL: Could you clear the table from this situation?



SIM CITY: Maybe your only chance to play God.

Top 10 A1200

1.	Kick Off 3 (Anco)	79%
2.	Ryder Cup Golf (Ocean)	FG91%
3.	Civilization (Kompart)	FG95%
4.	Heimdall 2 (Core Design)	81%
5.	Alien Breed 2 (Team 17)	80%
6.	James Pond 3 (Millenium)	75%
7.	Soccer Kid (Krisalis)	FG93%
8.	Jurassic Park (Ocean)	70%
9.	Body Blows Gal (Team 17)	88%
10.	Sabre Team (Krisalis)	8/10

Top 10 CD32

1.	Gunship 2000 (MicroProse)	FG92%
2.	Heimdall 2 (Core Design)	81%
3.	Wembley Soccer (Audiogenic)	79%
4.	Impossible Mission (MProse)	88%
5.	Ult Body Blows (Team 17)	FG90%
6.	Liberation (Mindscape)	FG91%
7.	James Pond 3 (Millenium)	75%
8.	Frontier: Elite 2 (Gametek)	FG91%
9.	Global Effect (Millenium)	74%
10.	Disposable Hero (Gremlin)	81%

UP AND COMING

AUGUST

Champ Mgr End Of Season (Domark)	More milk-the-fans management malarkey
Dennis & Gnasher (Alternative)	*Beano* faves get rescheduled release
Dragonstone (Core Design)	Isometric RPG from creators of *Darkmere*
G2 (Psygnosis)	Tense 3D shoot-em-up in *Aliens* mould
On The Ball (normal) (Daze)	Standard version of World Cup footie game
Seventh Sword Of Mendor (Grandslam)	*Dungeon Master*-style RPG adventure
Theme Park (Electronic Arts)	Bullfrog show Disney how it's done
Tracksuit Manager 94 (Alternative)	Or how to run a sports shop in easy stages
Turbo Trax (Kompart)	Top-down racer originally due through Daze
World Cup USA '94 (US Gold)	Officially endorsed version of the tournament

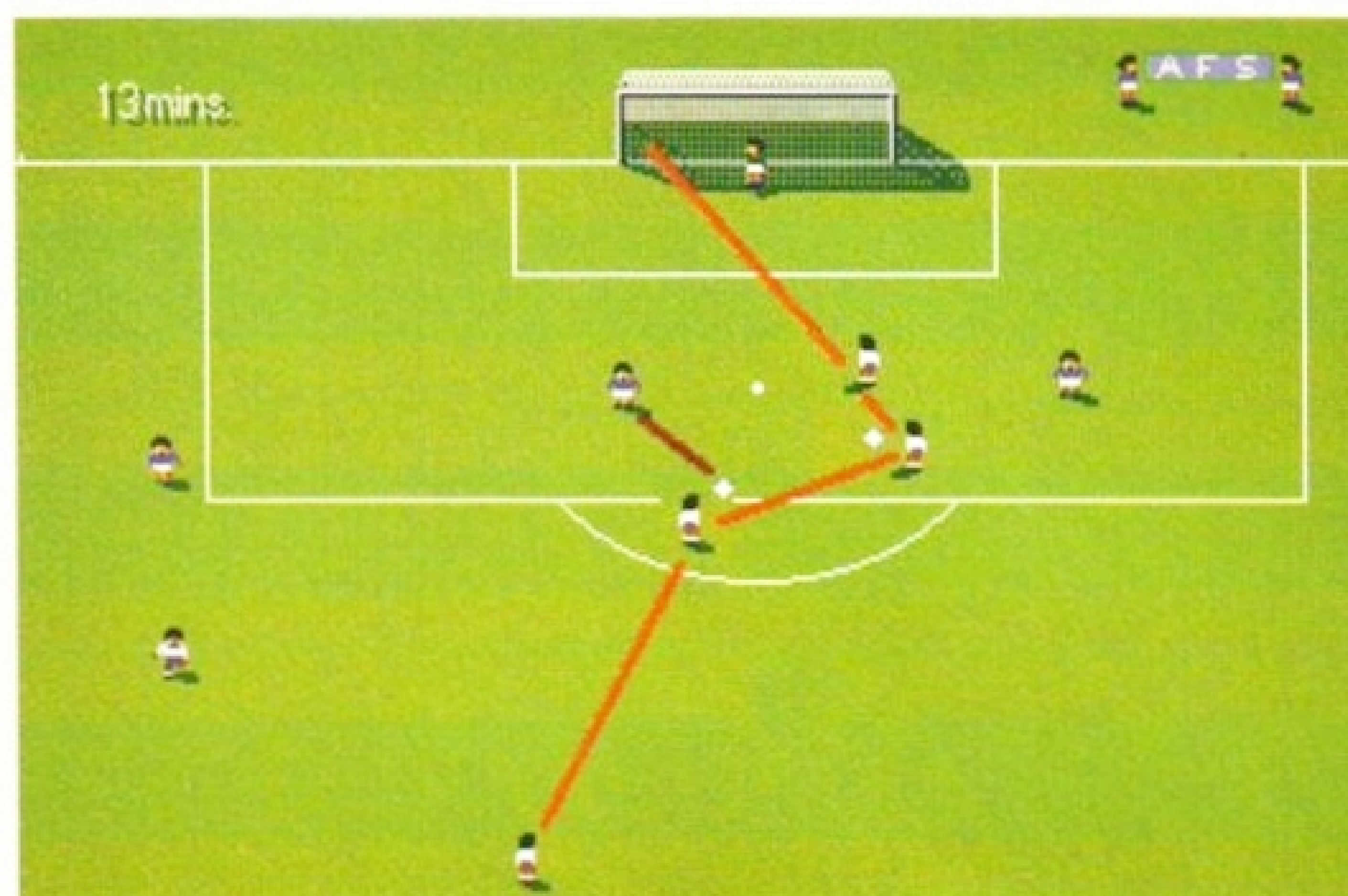
SEPTEMBER

Big Sea (Krisalis)	Maritime trading game in *Patrician* vein
Kevin Keegan Player Mgr (Imagineer/Anco)	*Kick Off 3* gets management add-on
King-Pin (Team 17)	Beats those bowling alley blues
Kingdoms Of Germany (Krisalis)	A much improved sequel to *Vikings*
KTM Motorcross (Renegade)	Motorbikes, mud, thrills and spills
Lemmings 3 (Psygnosis)	Can DMA improve on *Lemmings 2*?
Marvin Minx (21st Century)	Lovable platformer from pinball publishers
Ruff 'n' Tumble (Renegade)	Fast and furious platform shoot-em-up
Scavenger 4 CD32 (Psygnosis)	Should make *Microcosm* look like *Pong*
Sim City 2000 AGA (Maxis)	The ultimate god game, now in 3D
Troll Islands (Millennium)	Fuzzy green-haired kids' toys in platformer
Universe (Core Design)	Futuristic sequel to *Curse Of Enchantia*
World Class Cricket CD32 (Audiogenic)	End-of-season hard ball special

OCTOBER

All Terrain Racing (Team 17)	Knockabout racing fare from the Teamsters
Battle Isle 2 AGA (Kompart/Blue Byte)	Get tanked up again
Mega Race CD32 (Mindscape)	The most beautiful of racing games
NHL Hockey (Ocean)	Monstrously playable cart gets Amiga conversion
Pinball Illusions (21st Century)	Fantasy follow-up with multiball
PGA Euro Tour (Ocean)	Latest incarnation of the classic golf sim
Sensible World Of Soccer (Renegade)	The be all and end all?
Theme Park A600/A500 (Electronic Arts)	More fairground attractions

THIS MONTH'S TOP 30 A500/A600



SENSIBLE SOCCER: It's as easy as taking candy off Vinnie Jones. A quick, concise four-player passing move results in a delightful strike into the corner.

1.	(9)	Up	Sensible Soccer International (Renegade)	FG93%
2.	(-)	New	Tactical Manager (Black Legend)	78%
3.	(2)	Down	Cannon Fodder (Virgin)	FG95%
4.	(16)	Up	K240 (Gremlin Graphics)	84%
5.	(5)	Same	Premier Manager 2 (Gremlin Graphics)	80%
6.	(4)	Down	Frontier: Elite 2 (Gametek)	FG90%
7.	(1)	Down	Man United PLC (Krisalis)	81%
8.	(3)	Down	Beneath A Steel Sky (Virgin)	FG94%
9.	(-)	New	Sierra Soccer (Sierra)	68%
10.	(-)	New	World Cup Year '94 (Empire)	FG94%
11.	(7)	Down	The Settlers (Blue Byte)	FG94%
12.	(-)	New	Elfmania (Renegade)	FG92%
13.	(6)	Down	Skidmarks (Acid Software)	FG90%
14.	(-)	New	Empire Soccer (Empire)	88%
15.	(12)	Down	Liberation: Captive 2 (Mindscape)	80%
16.	(8)	Down	Sensible Soccer 92/93 (Renegade)	80%
17.	(25)	Up	World Class Cricket (Audiogenic)	78%
18.	(11)	Down	Jurassic Park (Ocean)	70%
19.	(-)	Re	Dennis (Ocean)	25%
20.	(-)	Re	Winter Olympics (US Gold)	70%
21.	(-)	Re	Soccer Kid (Krisalis)	FG93%
22.	(14)	Down	Championship Manager Italia (Domark)	85%
23.	(17)	Down	Championship Manager Comp (Domark)	72%
24.	(15)	Down	Wembley Rugby League (Audiogenic)	74%
25.	(-)	Re	Space Hulk (Electronic Arts)	77%
26.	(-)	Re	Graham Gooch's Second Innings	80%
27.	(-)	Re	Body Blows Galactic	88%
28.	(-)	Re	A-Train (Hit Squad)	84%
29.	(10)	Down	Heimdall 2 (Core Design)	81%
30.	(-)	New	Turrican 3 (Renegade/Mindscape)	77%



TACTICAL MANAGER: Not, perhaps the most glamorous of fixtures.



CANNON FODDER: Take four small men and go off and shoot people.



K240: Empire building in space should start when the Chunnel is finished.



PREMIER MANAGER 2: Still riding high in the charts after all this time.

All charts compiled by Gallup

FROM THE NEIGHBOURS OF AMIGA FORMAT

An AMIGA POWER production

The Four Cyclists Apoca

They pedalled forth to judge.

But now, through them, you can help to create Cannon Fodder 2.

of the

FUTURE PUBLISHING in Association with SENSIBLE SOFTWARE Presents JOSEF STALIN • ROBERT DeNIRO • JOHN HOLMES and DANNY AIELLO as "Tony" in AMIGA POWER'S "THE FOUR CYCLISTS OF THE APOCALYPSE" Written by JONATHAN DAVIES & CAMERON WINSTANLEY & STEVE McGILL and DAVE GOLDER and JONATHAN NASH & RICH PELLEY Based Upon the Book "I Was an Old Dead Soldier" by STUART CAMPBELL Ad Managed by JACKIE GARFORD and LOUISE WOODS & DIANE CLARKE Paper Wrangled by FIONA DEANE Produced by STEVE FARAGHER Directed by SALLY MEDDINGS and SARAH SHIRLEY-PRICE

IN NEWSAGENTS ACROSS THE COUNTRY FROM THURSDAY 18th JULY



Empire Soccer features the most elaborate of penalty goal celebrations. The whole team jog along in a line and dance in the 18 yard box.





Goalkeepers are an unpredictable breed at the best of times and in this game they are prone to the most erratic of errors.

EMPIRE SOCCER '94

Is this game an onion-bag-bulging frenzy of footie fun, or a no-score bore? We call the shots.



The tall Scotsman from the class next door (*Amiga Power*) began laughing hysterically. Your correspondent, Bug clutched firmly in sweaty palm giggled, then started guffawing as tears rolled down his cheeks. This game suddenly looked absolutely ridiculous.

The sprites seemed shorter than ever, the match seemingly played at a pace most snails would find comfortable. What poor excuse for a game masquerading as home entertainment brought on this unbridled mirth? The answer: *Sensible Soccer*. Sinners, I hear you cry. Thou shalt not defame the House Of Sensible with seditious rumblings.

But even true believers like the Scotsman and I could not contain ourselves. After playing *Empire Soccer* solidly for a couple of hours, we slotted in the old *Sensible* disks and it just wasn't the same. *Empire Soccer*'s enclosed pitch, large sprites and pace had left us breathless.

But *ES* (can we call it that from now on?) is not a football simulation as such. The pitch is small – most noticeably between the centre circle and the edge of the penalty area where the gap seems a matter of yards (in real footie terms, of course), and the sprites resemble cartoon characters. The goalkeepers in particular dive across the face of the goal like salmon over weirs.

No, what we have here is a quirky, yet incredibly playable arcade football game. Ace coders Graftgold, not exactly renowned for their sports sims wrote it and in the main, they've done a grand job.

So what's the plot? Well, 32 international teams (including all the teams from World Cup '94) are in here, each with a different style of play and level of skill – but you can equal them out if you wish. There are two skill levels: Novice, where the ball sticks to players' feet (mostly) and Pro, where it doesn't.

Yet, the great thing is, no matter how good or bad you are at footie games, you can jump straight into *ES*, in a sort of lunging two-footed manner. The Novice option enables beginners to trot around the pitch, ball firmly glued to foot while those with a penchant for The Beautiful Game can tackle Pro.

ES is not a game for sensible soccer fans but it cleverly extracts many elements of *Sensible Soccer*, slaps them in a large pot, adds a pinch of spice and boils them into a most palatable potion. What we are treated to is *Sensible*'s playability combined with some of the most outrageous action this side of a small chap from Argentina.

ES is not meant to be realistic – only great fun. Where so many football games fall down is in their attempt to outdo the Sensible blokes at their own game. Listen up you

SPECIAL MOVES FOR SUPER PLAYS



A powerful drive that the keeper has real trouble keeping out of the onion bag.



For Brazilian wannabees, the swerve takes the ball to the top corner.



Spins the player around and sends in a hard, low shot, always on target.



Gives you a real turn of pace, although you often run straight off the pitch.



Knock over the opposition, and the man in black won't penalise you.



Enables the ball to stick to a player's foot for a short period – run it into the net.



A free kick. Unfortunately, the defensive wall sometimes refuses to disperse.

ENGLAND 00		FRANCE 00
	EXHIBITION	
33	POSSESSION	67
02	SHOTS	38
02	SHOTS ON TARGET	38
00	CORNERS	00
00	FOULS	01
00	BOOKINGS	00
00	SENT OFF	00

Handy half-time stats can often mislead. Thirty-eight shots – surely not in a minute.



Let's talk tactics. Novice mode sticks the ball to the player's feet while on Pro it's slightly more difficult to control the ball. Choose your Super Power carefully though.

softies: soccer games don't, and indeed probably won't come better than *Sensible*.

Steal their best bits and add your own ideas – that's what *ES* has done. By retaining the fluidity of its more solemn counterpart and enclosing the space in which you play, *ES* jacks up the pace to an amazing level.

The ball zings about the pitch, players rush madly, every challenge is a committed one – it really is frenetic. And this explains the Scotsman's reaction to *Sensible Soccer*, it's a sedate afternoon jaunt in comparison, though it would be foolish to compare the two.

Empire Soccer sets its stall out early doors. You instantly know it isn't here to satisfy your dream of being Ryan Giggs and this sets it apart from the rest.

Graftgold have dropped in a pile of special skills which you can utilise at certain points in the game, including Banana Shots, Powerdrives and Superdribbles to name a few. SP (Super Power) appears on screen, you whack the fire button and your chosen special skill activates. Not that it always does you any good. You've chosen Speed Burst, you're running in on goal when suddenly you inadvertantly tap the fire button and run straight past the goal at a hundred miles an hour. Damn! But these skills really add to the fun – Powerdrive is a particular favourite, because even if you don't burst the net, the keeper can never hang on to it so you follow up the strike and tap it in.

But ES can be disconcerting. Often, the ball disappears off screen before the scrolling catches up – normally a cardinal error in footie games, but here it simply adds to the fun. And *ES* is not without its bugs either. Witness a free kick just outside the box – the wall lines up yet refuses to disperse after the kick has been taken.

And the useful stats screen occasionally goes bonkers. At the end of each half, you're informed of how much possession you've had, shots on goal and the like, but when it suggests you had 38 shots on target in a one-minute half you begin to wonder. But hey, who really cares about wonky stats.

Of the recent rash of football games *Empire Soccer* is the best because it doesn't adhere to any formula. It doesn't pretend to be anything other than fun. None of the players are named – you can't juggle your Smith with your Sanchez nor should you wish to. *ES* is as daft as a brush. Enjoy it.

Steve Bradley

ARGENTINA 02		BELGIUM 01
	EXHIBITION	
51	POSSESSION	49
04	SHOTS	02
04	SHOTS ON TARGET	02
00	CORNERS	00
00	FOULS	00
00	BOOKINGS	00
00	SENT OFF	00

Argentina stats bear witness to the fact that they just about deserved the win.



You can 'slow mo' those great goals, much to the disdain of your mate.



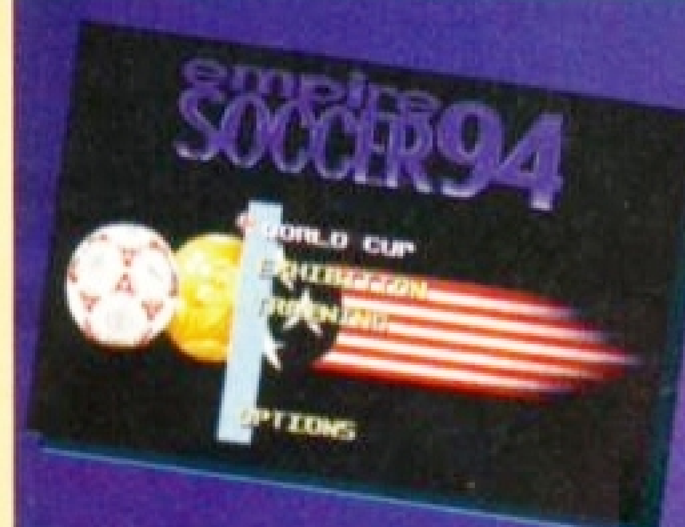


"Who's nicked my coin? Was it you young Diego?" The refs are even more prolific with cards than the ones in the World Cup.



***Empire Soccer*'s penalty feature is the best yet in any Amiga footer game because you can control all the keeper's actions.**

EMPIRE SOCCER '94



PROGRAMMERS
Graftgold

PUBLISHER
Empire 081-343 7337

PRICE
£25.99

RELEASED
Out now

GRAPHICS 1 2 3 4 5 6 7 8 9 10

Large, quirky, cartoon sprites and the best-looking footie nets are a winning combination.

SOUND 1 2 3 4 5 6 7 8 9 10

Wonderful player groans and reasonable chants. But you're too busy to worry about that.

ADDICTION 1 2 3 4 5 6 7 8 9 10

Just pick up your joystick and get on with it. *ES* is enjoyable and horribly addictive.

PLAYABILITY 1 2 3 4 5 6 7 8 9 10

I'm not allowed to say that it's fast, furious and fun – magazine rules, see. It is though.

VERDICT

"*Empire Soccer* puts on your boots and ties the laces. And once they're on, you can't take them off. It's absorbing, entertaining and, most importantly, a whole heap of footie fun."

88%

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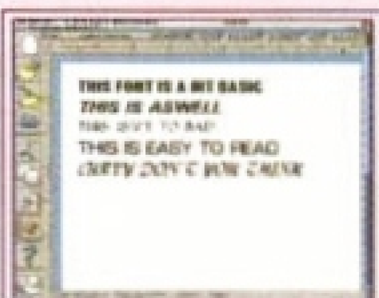
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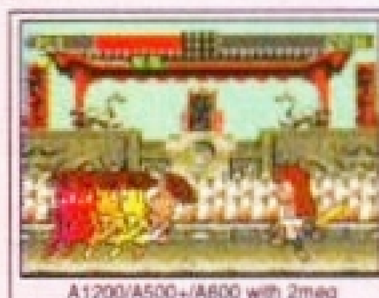
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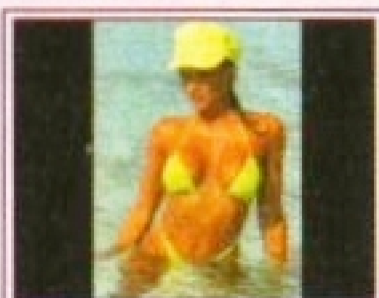


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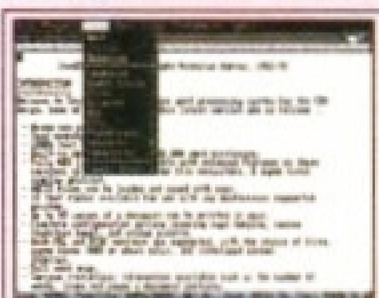
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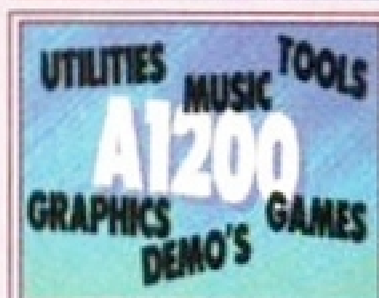
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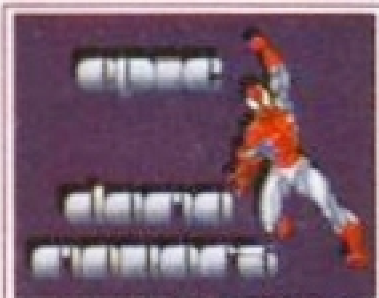
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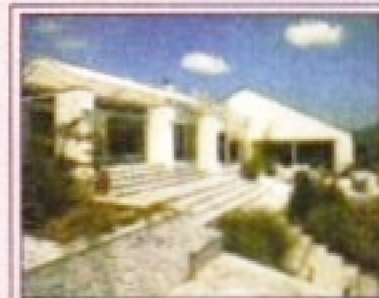


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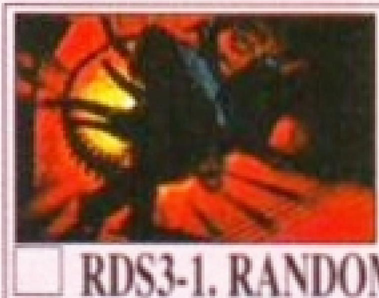
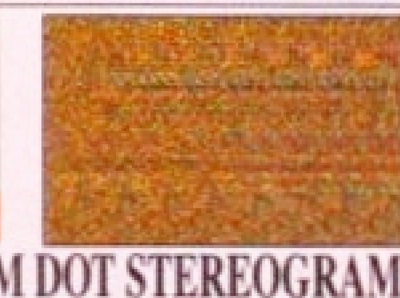
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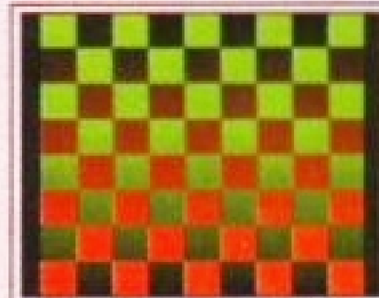
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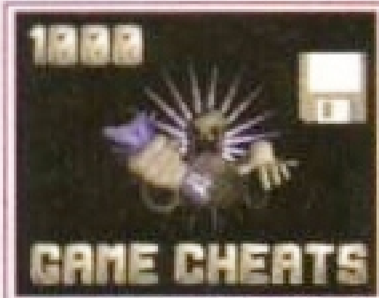
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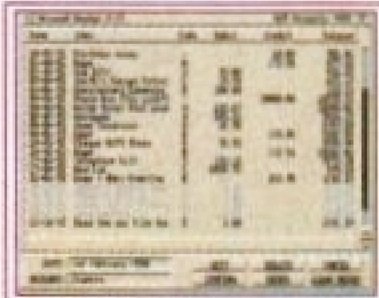
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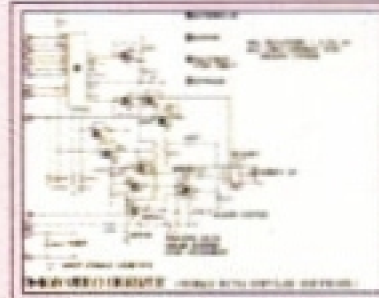
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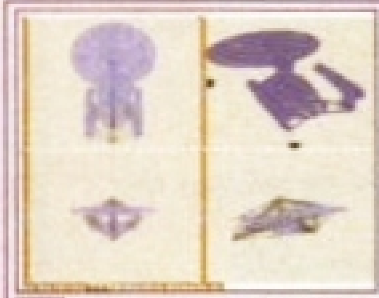
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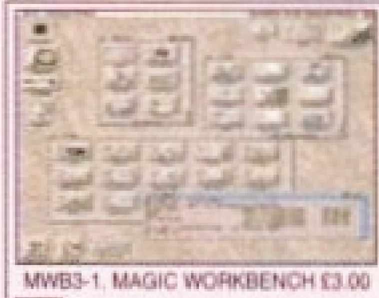
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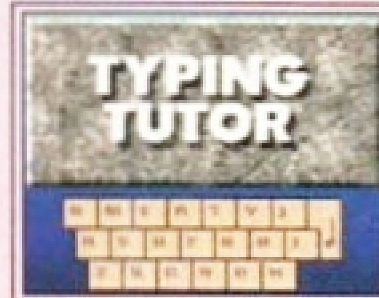


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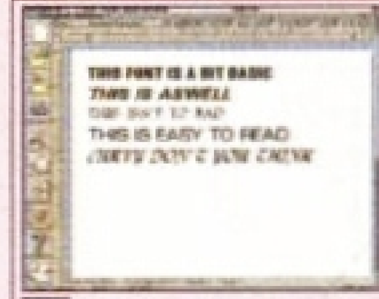
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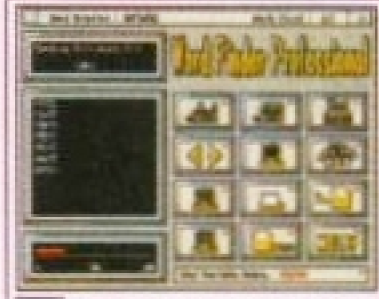
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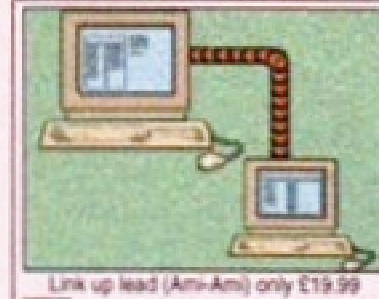
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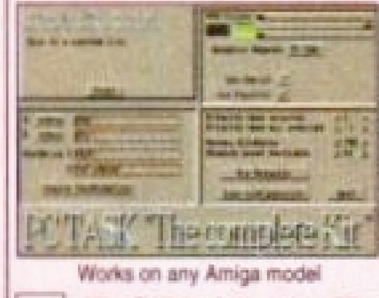
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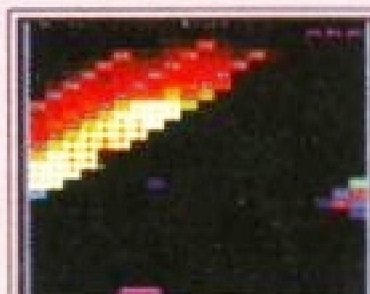
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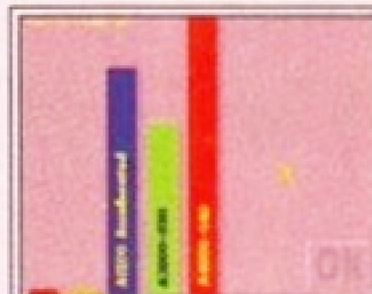
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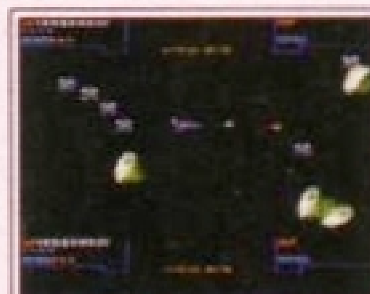
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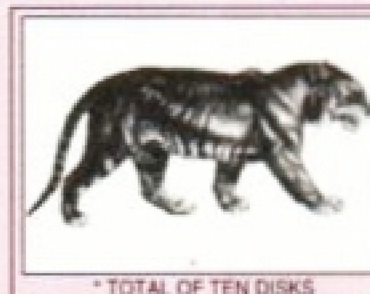

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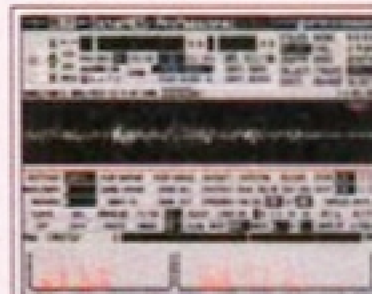

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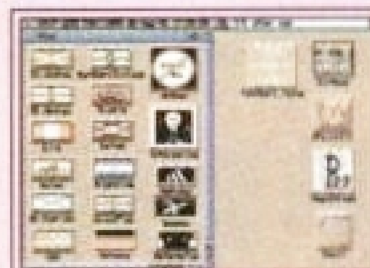

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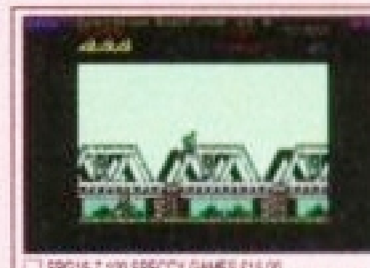

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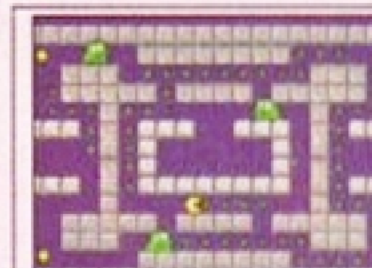
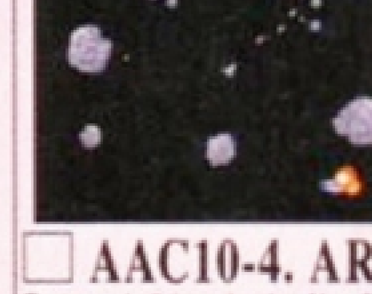

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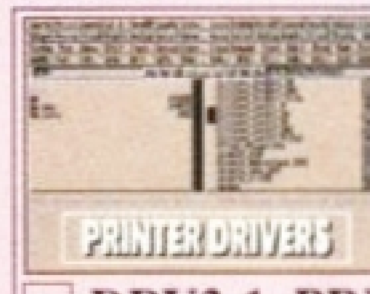

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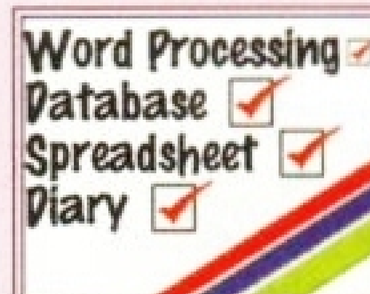


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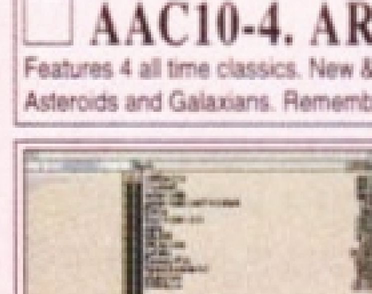

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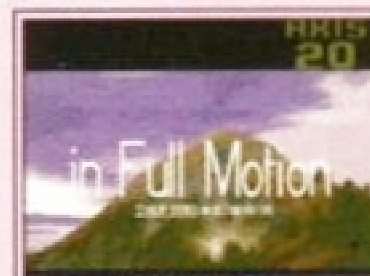

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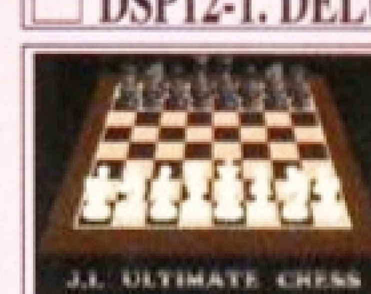

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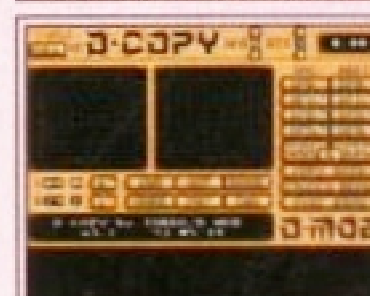

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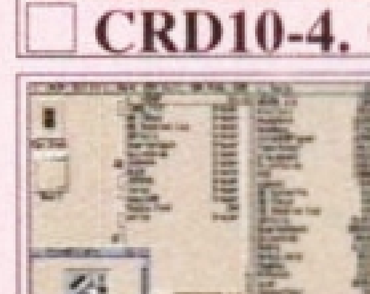

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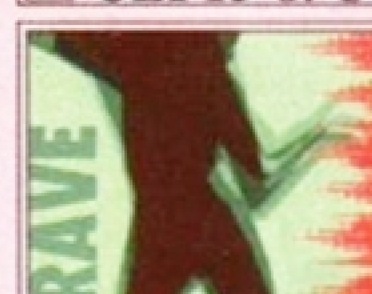

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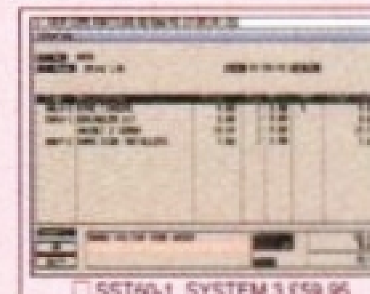

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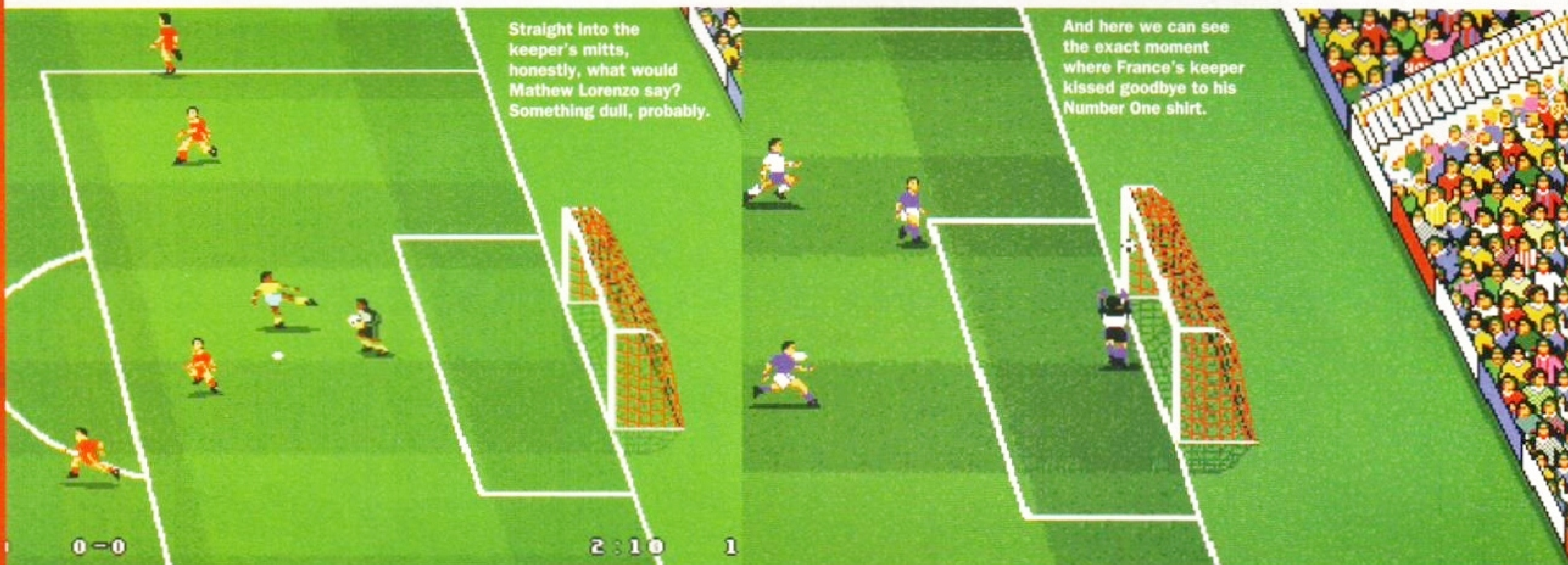

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Straight into the keeper's mitts, honestly, what would Mathew Lorenzo say? Something dull, probably.

And here we can see the exact moment where France's keeper kissed goodbye to his Number One shirt.

KICK OFF


Mexican keeper Campo has a penchant for loud jerseys, but they've got nothing on Bonner's new translucent effort.


It's got to be a goal, surely – let's just hope that's not Paul Bodin on the ball, for Wales' sake.

Can *Kick Off 3* challenge *Sensible Soccer* as the best Amiga footie game?

There is an industry rumour which claims that when Anco decided to dust off their acclaimed *Kick Off* concept to produce a sequel, they spent a serious amount of time with their chins planted firmly on their fists, weighing up the quality of the current opposition.

And apparently, they conceded that *Sensible Soccer* had things wrapped up from an overhead-view perspective. So, rather than play *Sensi* at its own game, they decided to reinvent themselves. And the result is *Kick Off 3*.

But what sort of result is it? Well, it's a fairly mixed bag. The overwhelming feeling which hits you is that it lacks polish. For example, there are numerous occasions when the players' behaviour is just plain odd. Often when the ball is kicked high in the air, a computer-controlled player stands under it, and instead of waiting patiently for it to return to earth, frantically jiggles back and forth as if he had enjoyed a pre-match pep-up with little Diego. I've even witnessed a computer player run for a third of the pitch with the ball seemingly glued to his head. Charles 'Charlie' Charles (of Harry Enfield fame) would be proud of that.

> “The game seems like a rush job to coincide with the World Cup”

The game's soundtrack, too, is questionable, being one of the most poorly-realised I've ever encountered. OK, so

SKILLS AND THRILLS

One area where *Kick Off 3* really out-scores the opposition is the emphasis which it places on Key Players. Nine varieties of Key Player are included, five of which are particularly interesting and bring some novel abilities to Amiga footie games:

PLAYMAKER
A Gazza-esque midfielder with flair, a reasonable turn of speed and strong passing skills. Oh, and he's probably a bit handy with a large bowl of pasta too.

SWEEPER
Working from just behind the defence, the Sweeper is both the last line of defence and the player who instigates counter-attacks, from deep in his own half. He has excellent passing and unparalleled distribution skills.

LIBERO
Rare in British football, a chap who plays just in front of the defence, but is always looking to push upfield.

TARGET MAN
The player to pick out with corners and other set-pieces where you throw a ball into the box. He has power in the air but is equally dangerous with his feet. A very valuable player.

GOAL MAKER
As a variant of the Playmaker, use this attacking midfield player to move the ball around up front and link with the strikers. He also has scoring ability himself.

Pay close attention to these pre-match details: box entries indicate the player's strengths in areas of the game, including tackling, passing and heading.

football supporters aren't renowned for their powers of articulation, but these guys struggle with just one chant. And it's rarely in context with the on-pitch action – often a goal is scored to no reaction whatsoever!

Also, for some inexplicable reason I couldn't get the practice mode to work straight from booting up – I had to play a proper match before it would operate. This is a frustrating, hair-tearer of a point because most people will naturally home in on that option at the outset.

As a whole, the package smacks of being a rush job to coincide with happenings Stateside this Summer. And that, coupled with the sheer ambition of the project – heck, versions for five formats have been developed simultaneously, with one guy at the helm – has produced a

3

game which doesn't begin to match other efforts in its professionalism.

But now for the good stuff. *KO3* plays a fairly solid game of the old kick-it-between-the-sticks with plenty of scope for tremendously satisfying moves and thumping volleys and headers – all wrapped up in a surprisingly workable viewpoint.

The 'special' players really make you approach things in a different fashion, making the squad set-up a much more managerial exercise. There's also a full complement of cups, one of the widest range of player moves yet seen (made possible by the use of a joystick with two independent fire buttons, natch), and that lovely little practice section.

But if you're really gagging to get away from the *Sensible Soccer* viewpoint you'd be better advised to wait for *FIFA International Soccer* rather than opting for a flawed semi-finalist such as *Kick Off 3*.

Sure, *Kick Off 3* has its moments, but that won't be enough considering the company it will be keeping. *Kick Off 4* anyone?

Tony Mott



Referees have been programmed with FIFA world cup directives judging by their over-zealous yellow card usage. Damn.

ON THE TRAINING GROUND

This is just an example of when you need to make use of that second fire button: a well-timed chip.





Practice set-piece free kicks can involve up to five players, but not all of them seem interested here...

Whereas most Amiga footie games simply offer you the option to remove the opposition from the pitch as a practice mode, *Kick Off 3* goes the whole hog and gives you a range of training-ground possibilities that Big Jack himself would approve of.

First up is the dribble and shoot section which places a row of cones for you to dribble round between your sole player and the goal, and later even in the goalmouth. It's just like the methods they use in training at real football clubs – except that the *Kick Off 3* players don't have mobile telephones. Or agents. It's tremendous fun though.

You can also brush up on your bendy, swervy banana shots at set-piece free kicks before entering the game proper, with cones simulating opposing players in a wall formation.

The third and final training mode arrives in the form of two team mates practising crosses and shots. Taking the striker's role, you've got to pick up both lofted and low balls pumped in from the wing and stuff 'em away in an appropriately onion bag-bulging sort of way.

Unfortunately, your provider is less than perfect in the crossing department and sometimes he even launches the ball over the goal before you even get the chance to reach it!

Overall, though, this is a welcome extra section and one worth spending time with.



Yep, Brazil look fairly well-prepared to defend the incoming corner kick, if not exactly on their toes.



No problems. Either that defender's going to nod it clear or it'll run through for the keeper to scoop up.



Doh! What happened? OK, I guess we'll concede that *KO3* isn't the most realistic footie game available.

KICK OFF 3



PROGRAMMERS
Steve Screech, John Atkins, Dr John Mitchell

PUBLISHER
Anco Software Ltd
0322 292513/8

PRICE
£25.99

RELEASED
Out now

SPECIAL REQUIREMENTS
The A1200 version needs a joystick with two independent fire buttons.

GRAPHICS



The purported 2,000 frames of animation aren't immediately apparent but it still looks good.

SOUND



A pop-funk number kicks off the game followed by ropey chants. Good ball effects, though.

ADDICTION



Doesn't have the grip of *Sensi*, but *KO3* becomes compulsive, if never essential.

PLAYABILITY



Three levels of ball control and training options ease you into the proceedings and gameplay.

VERDICT

“ Although this is an ambitious attempt at furthering the footie cause, some sloppy execution means that the bods over at Sensible won't lose any sleep over *Kick Off 3*. ”

79%

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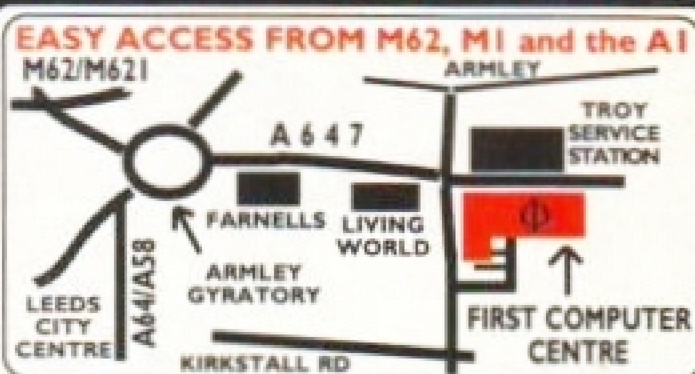
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Hades looks uncannily like a set from the original *Alien* film. And Beelzebub bears more than a passing resemblance to a certain character in *Legend* (er, but then he would).

KING'S QUEST

This is real formula stuff with few concessions to developments in the adventure genre. But is it any good?

Volkswagen Beetles. *Doctor Who.* Commodore 64s. Lumpy, old-fashioned, way past their sell-by dates. And some people still love 'em. Vehemently. They'll defend them against all allegations of out-modedness, in the face of mountains of evidence that proves otherwise.

Sierra adventure games are pretty much in the same category. They're sitting ducks when it comes to criticism. While there have been huge leaps in the development of adventures in the last couple of years, Sierra's efforts have remained steadfastly... well... the same. It's like the LucasArts games redefined the genre, but Sierra didn't bother looking in their dictionaries.

It's easy to moan about lack of user-friendliness, having to save before you do practically anything, puzzles that require a photographic memory (you could note everything down, but, hey, who can be bothered with that these days?) and clichéd plots.

However, there are people out there who will say, 'So what? It's the quality of the adventure that counts. I remember the days when we had to type everything in.' And they'll nod wisely, as if they know something you don't about the



The gnomes provide one of the amusing highlights of the game. In fact, before they arrive on the scene, it's all been pretty humdrum stuff.



Here we have some shy wallflowers, some sour grapes, a rotten tomato and a bad case of subsidence.



Here's where it all ends up. In the castle on the day of the wedding. Personally, I'd make a bee-line for the kitchen and nick a bit of the cake.



It's one of those 'click-on-the-map-to-get-where-you-want' situations. It's a pity you have to walk through loads of superfluous screens on each island though.

effect of a good adventure on the human psyche.

So how does *Kings Quest VI* fare purely in its own terms? It's competent enough and goes through all the relevant motions. Prince Alexander has to travel to the Green Isles to rescue Princess Cassima from the clutches of an evil Vizier who wants to marry her so he can rule the place. Much magical island-hopping, puzzle-solving and talking to weird characters who never seem to give you a straight answer ensues.

There are a few occasions when it strays from the formula, including a fiendishly tricky catacombs section and a genuinely atmospheric jaunt into the underworld. And there are a couple of inspired pieces of problem-solving, especially the bit with the

VI



The horse is called Nightmare. Good gag, eh? No? Ah well. I won't tell you about the stick-in-the-mud, then. Or the hanging participle.

stick-in-the-mud. But these are too few and far between. There's too much wandering back and forward through the same screens talking to the same characters.

And they are a generally uninspiring lot, most of 'em direct from Rent-A-Cliché©. There are some great cameos, though – keep an eye out for the gnomes and the hanging participle.

On the whole the game delivers the (mostly unblemished) goods on the brain-strain side and keeps you mentally on your toes. But some of the puzzles are ridiculously obscure. I resorted to the old 'click on everything in my inventory in the hope that something works' routine just a bit too often. And there are also a very annoying number of dead ends.

You get to a point where you realise what you should have done, but there seems no way to go back and rectify the situation. Unfair.

If *King's Quest VI* was an episode of *Doctor Who*, it wouldn't be one of the classics with Jon Pertwee versus the Daleks. It's more like Colin Baker versus somebody in a silly green suit. The fans can find something to love about it, but to the rest of us... well, we've got *Star Trek: The Next Generation* now.

Dave Golder

KING'S QUEST VI



PROGRAMMERS
Revolution

PUBLISHER
Sierra 0734 303322

PRICE
£34.99

RELEASED
Out now



GRAPHICS
Impressive, but hardly state-of-the-art (and Cassima looks like the back end of a manatee).

SOUND
Twiddly, iddly, whooeeoo, plink. And, er, that's it. Luckily the tunes are used sparingly.

ADDICTION
Some amusing moments and a couple of intriguing puzzles, but this is repetitive and derivative.

PLAYABILITY
Hardened adventurers might get into this, but there's little here to convince floating voters.

VERDICT

"It's pretty much an adventure-by-numbers. It's like Monkey Island never happened. It's competent, but is unlikely to appeal to the unconverted."

69%

SPOT THE BALL

The graphics in *King's Quest VI* are all very pretty, sure (though I would argue with Sierra's statement in their press release that they aren't bothering with a 256 colour version for the A1200 because this 32-colour version is 'excellent' – adequate, yes, excellent, no).

But occasionally the graphics seriously hinder the game. Just take a look at the picture of the inside of the ferry for example. There is one item you need to pick up in this room, but can you work out where it is? Or what it is exactly? (Hint – if it looks anything like a graphical glitch, then click on it. In fact, dull as it may seem, it's best to click on every square inch of every single screen.)

The spike maze in the catacombs section is even worse. It's small, but deadly. And completely unfathomable at first glance. Can you work out which are the dangerous tiles? It's not as obvious as it looks. OK, you should save before you embark on anything like this, but I like to be given the chance to get it right without having to resort to trial and error. Or a flock of sheep to herd through the area first – strangely enough I couldn't find that in my inventory.



When all else fails, click on anything. Even if it looks like a bit of subtle shading or a graphical glitch.



If they're catacombs, there must be a minotaur about. Sure is. No ball of wool in your inventory, however.



BANSHEE A1200

A banshee is a wailing spirit portending death. So is this game a scream?

Picture the scene – an idyllic Friday afternoon in the office, Glenn Campbell crooning about the time he went to Phoenix, *AF* editorial staff arguing about the merits of pop group Oasis and who is the finest supermodel – when suddenly, the peace is shattered.

What unseemly racket is this? What could possibly necessitate the need for the sound of guns, bombs, tanks, planes, ships, soldiers and submarines on a day so full of the joys of Summer? And surely such mindless violence should at least be held over to a Monday morning?

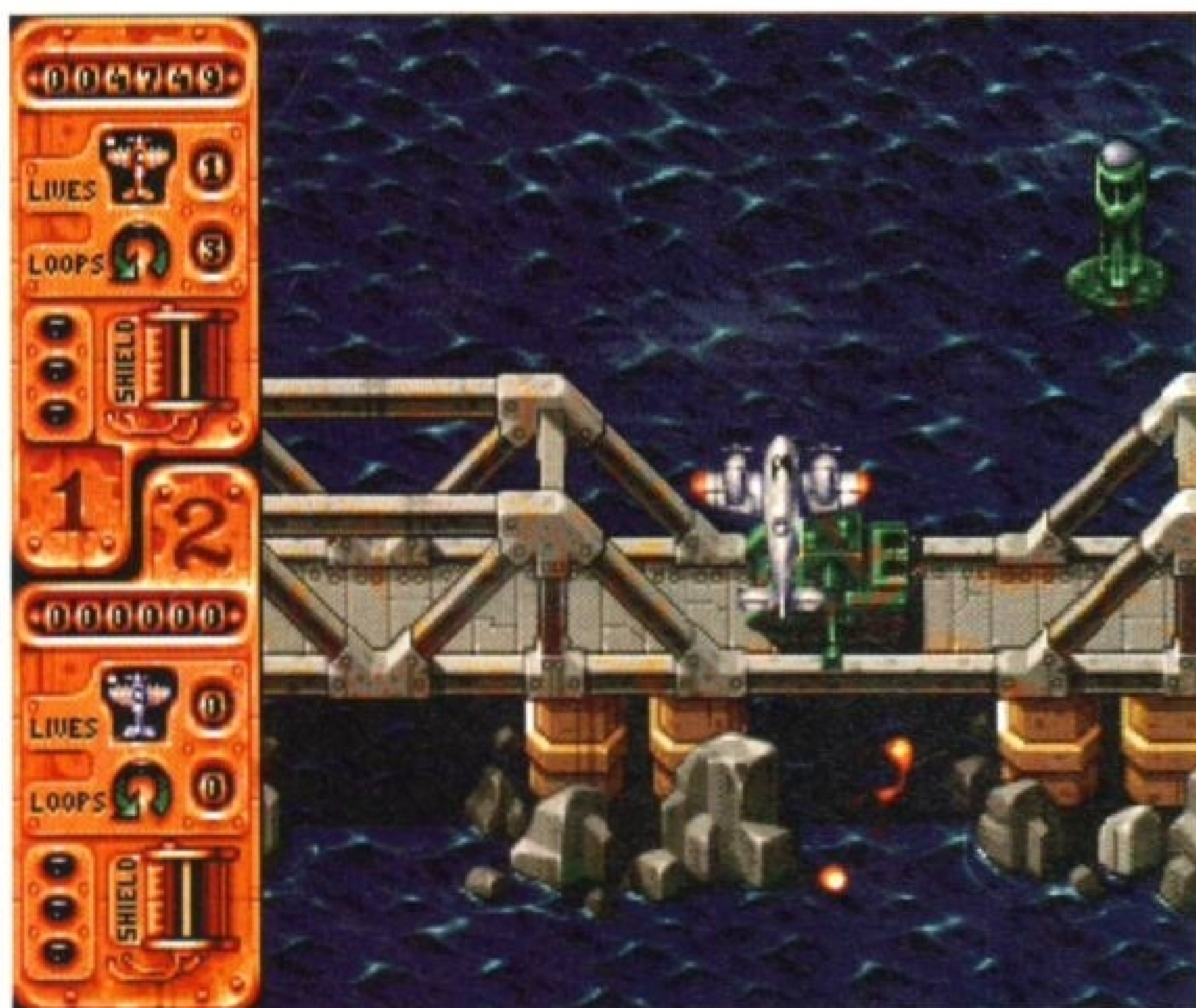
But no, it could not, for this noise is *Banshee*, a blast-em-to-kingdom-come affair which harbours no serious thoughts of plot or narrative development. You simply shoot things. Anything. Everything. Suffice to say, it's 1999 (I was er, dreaming when I wrote this) and bad folk have taken over the world. Only you and your Banshee biplane can save it (and your mate, if you're playing in the rather excellent simultaneous two-player mode).

Banshee has many influences, the most obvious being the *1942* coin-op, but in the wonderful animation you can spot elements of both *Desert Strike* and *Cannon Fodder*. Strangely, the looks are not immediately appealing but that's because you don't get a great deal of time to look at the scenery. The attention to detail is stunning though, particularly on the soldiers when they emit a blood curdling 'aaaarrggh' after being set alight; and when you blow their parachutes out of the sky and watch them crumple to the ground.

Set over four levels, this vertically scrolling shoot-em-up has wide and varied terrain. Even though four levels sounds a tad paltry, you are treated to a fair few changes of scenery over any one level.



Well they don't look like bi-planes but amazingly they still emit that pleasant drone. Prepare to take quite a few hits on this level.



Even the bridge over the river Qwai was marginally less dangerous than this metal structure. Fly through the spans and blast the tanks and lighthouses.

And you cannot simply plough through this, guns blazing and dodging the bullets, because you often have to fly through a bridge or around a particularly tall church. You don't get far without collecting pick-ups either – both offensive and defensive.

Banshee should challenge even the most seriously committed fans of the genre. Every so often, baddies appear that take a heck of a gunning down, and


Prepare for an asteroidesque adventure as you plough through falling rocks – the better the weaponry you have on board, the greater your chance of survival.





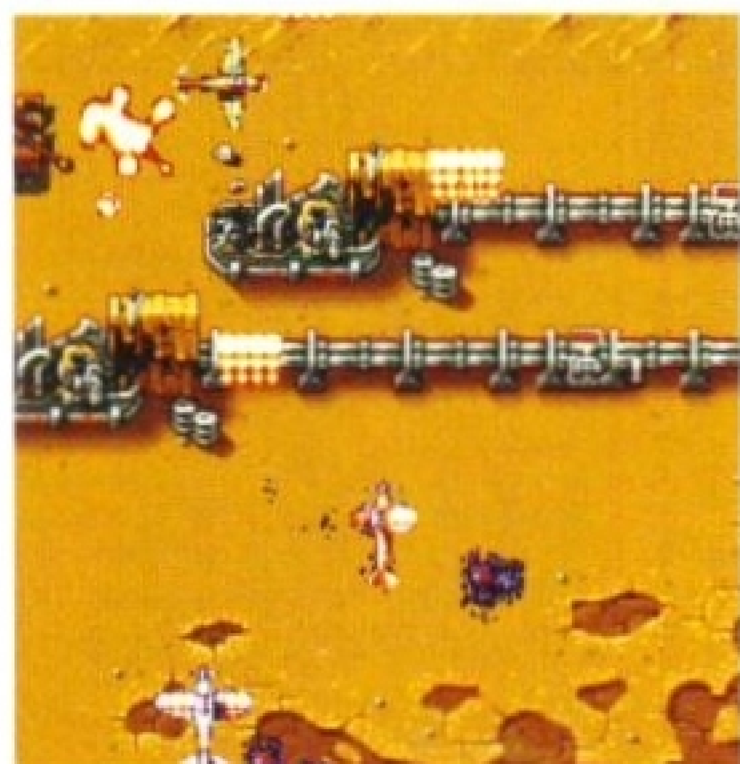
that's before you encounter the devil's own end-of-level bosses. Fortunately, the screen scrolls right and left too (about half a screen each way), so sometimes you can manoeuvre your way past the swine with the minimum of damage, but with so many foe to tackle you can't hide for long.

This is a classic shoot-em-up. Sure, we've seen this sort of thing many times before and inevitably the gameplay can seem a little repetitive, but rarely do they look or play quite as well as this. *Banshee* breaks no boundaries, it blows them out of the sky.

Steve Bradley



As gruesome a sight as you will see in *Banshee*. Soldiers, mercilessly cut down by your good self are covered in blood. Mind you, it's even better when they're on fire.



I used to come here when it was all just sand. Get those desert strikes in.



'Save us from the ball and chain,' sang XTC back in the 80s. Keep blasting.



The ice man cometh. Bombard the turrets and splatter those nasty sledgers.

BANSHEE A1200

PROGRAMMERS
In-house

PUBLISHER
Core Design 0332 297797

PRICE
£25.99

RELEASED
Out now

GRAPHICS (10/10)
The attention to detail is superb, the animation wonderful. Pity you're too busy to enjoy it.

SOUND (8/10)
Hurrah for Core Design. Mercifully, there is no in-game music and the effects are fine.

ADDICTION (9/10)
I won't say that it's a glorious shoot-em-up that keeps you coming back for more.

PLAYABILITY (9/10)
Like a dream. A more carthartic release you couldn't wish for as you blast the scum to bits.

VERDICT

" This is a real shoot-em-ups' shoot-em-up. Banshee tells it like it is: you kill things. Full stop. Just boot up and shoot up. What more could you ask for? "

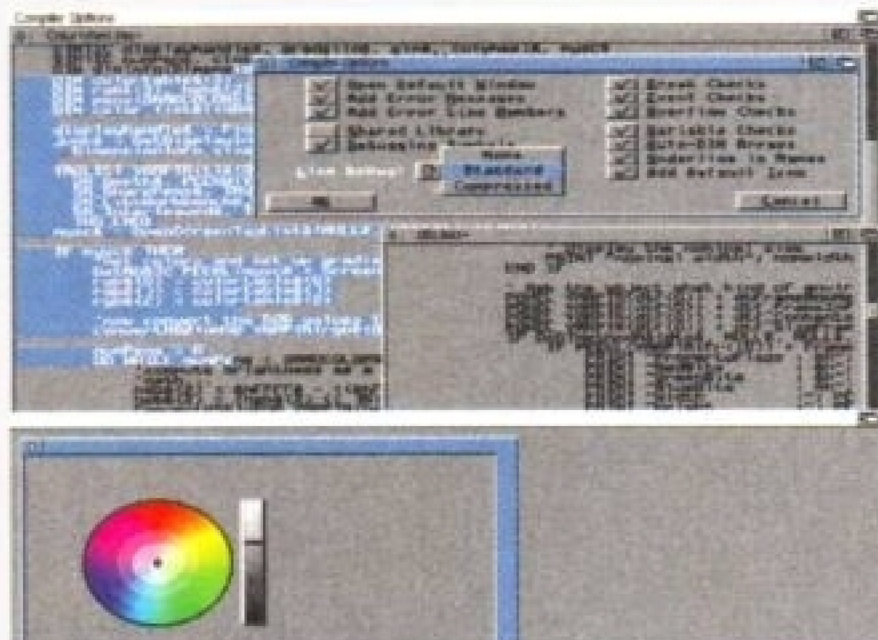
90%

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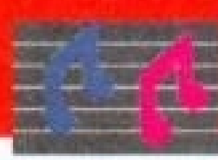
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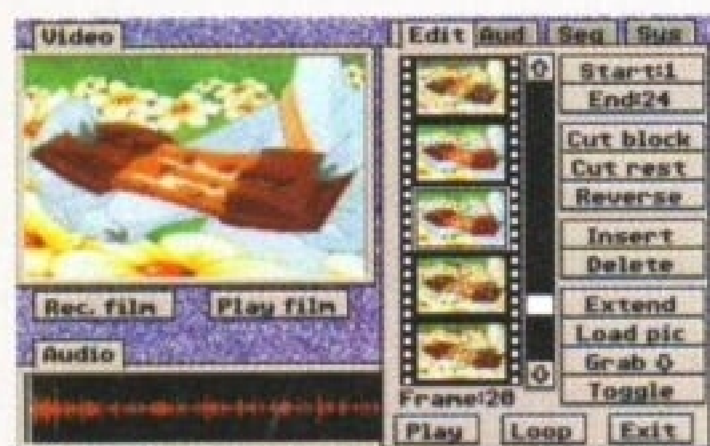


Video/Music



VIDEOMASTER

Clarity



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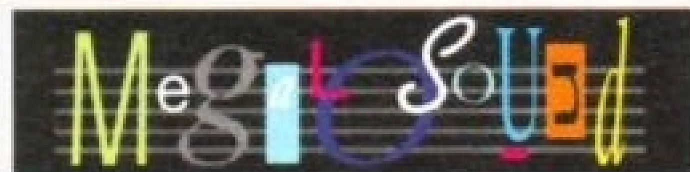
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ColourMaster is a new electronic colour splitter which works in conjunction with VideoMaster for stunning colour stills.



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Megalosound is the new 8-bit, stereo, direct-to-disk sampler package; the software is packed full of easy-to-use editing features, special effects and extras such as the ability to print waveforms and sample information.

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Simulation



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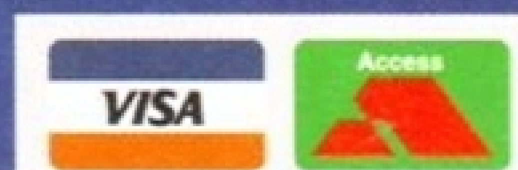
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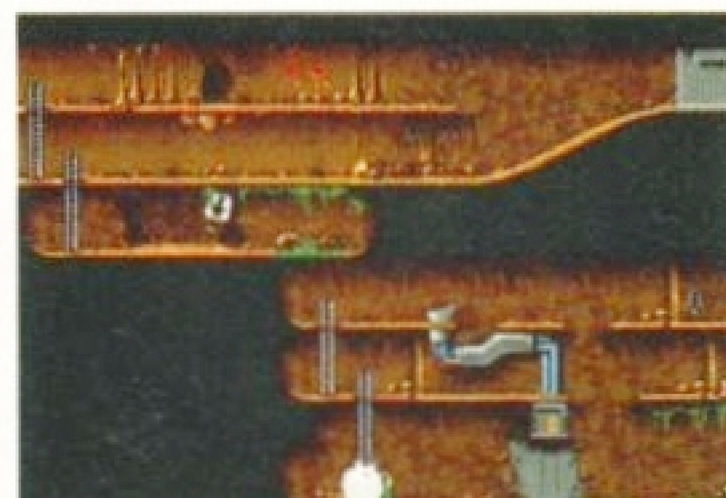
Have you ever had anyone tell you that you'd feel better about things if you didn't lose sight of the world's beauty? Being a cynical old sod, I've never been convinced of this, but it would appear that the inhabitants of the planet Lullyat – the 'merry men' as they're known – are kept happy by a large rainbow spanning the skies. Some people are easily pleased, I suppose.

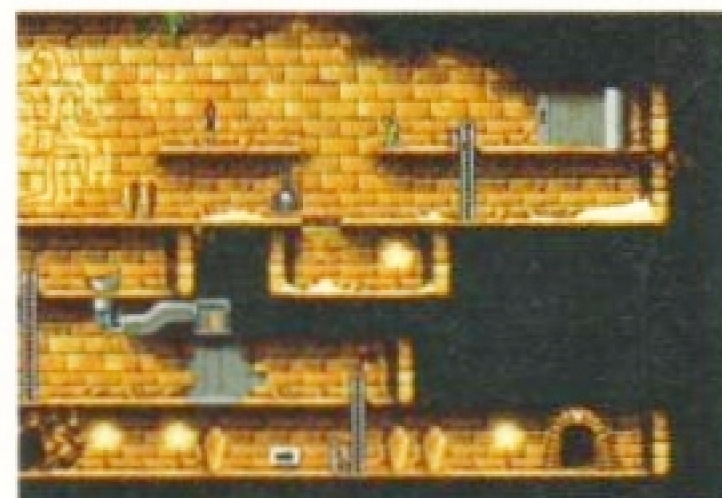
But as is the way with most games, there needs to be a 'however' in the plot. Ahem...

However (there, see?), some dastardly invaders have stolen the machine that makes the rainbow and kidnapped some of the merry men. Looks like it's time to call in another plot device – let's try 'hero flying through space intercepts the SOS.'


Up in the trees there are more animals to avoid than in the depths of the Underworld.

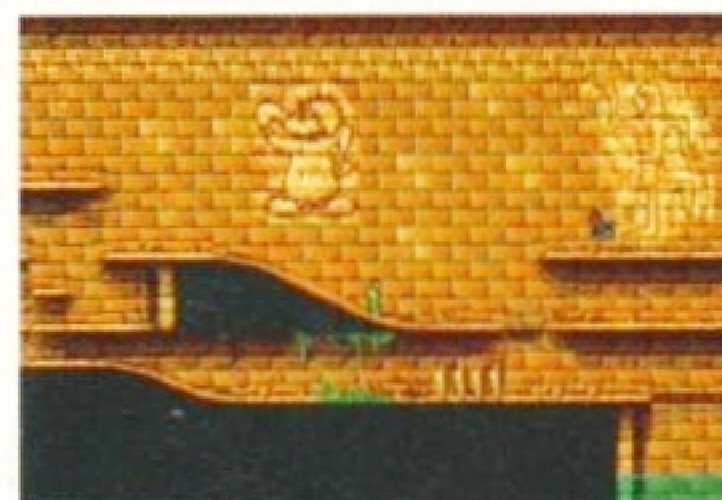

Look out for gigantic blue slugs. If they don't eat you, they'll try and blow you off the platform. Pesky things.


No, the little bloke hasn't exploded, he's just mending the ladder. Would have been more fun if he had, though.


The scenery may have switched to Egypt, but the action remains very similar to the first level. Shame.


Another death-defying stunt as Ben E factor turns Tarzan, leaping through the forest branches. Loony.


It's athletic Ben and his amazing shin-across-the-pipe-to-avoid-the-water trick. Little show off.


Hold on. That hieroglyph looks familiar. Mind you, so does the gameplay come to think of it...

The hero in this case is Ben E Factor (good grief!) who, as our piccies testify, is a very small chap. Under your expert guidance, Ben has to travel through various zones solving puzzles in order to lead all the gonky blokes to the exit.

Apart from this information, very little is made clear at the start of the game. Basically, you have to run around platform-filled levels, avoiding traps while finding the right key to the right cell and tripping switches to open new pathways to the trapped merry men. Once released, the prisoners can help you by pressing buttons and tripping switches themselves (as long as you throw them on to the right platforms – they're not as athletic as Ben).

Some of them have been made evil by their ordeals, turning grey with the stress. These must be sent through a paint machine to colour them in before they'll help you escape. To do this you– Hang on! I'm not going to tell you everything.

The puzzles are intriguing to begin with, but once you've worked out a general pattern you can just about crack any of the levels without too much thought. The game's main challenge is in running around and avoiding the traps. Some of them are so deviously hidden away that you've been nobbled before you even realise there was anything to be avoided. Some of the levels even require you to lose energy (by dropping from a great height) – an element which a carefully-planned platform game should definitely NOT have.

This is the foggy level of the forest. Do not adjust your eyes – it can be painful.

Benefactor isn't completely crap though. It has some great little touches such as the tiny – but very well-drawn – graphics, the many different ways of getting around a level and... and... er... others too numerous to mention.

Unfortunately, the gameplay is hardly original, consisting of strong elements from *Flashback* and *Lemmings*. These were both fantastic games, but *Benefactor* doesn't quite have the exciting adrenaline-pumping action of the former, or the addictive brain-melting puzzles of the latter. You just run, jump, collect, die and try again until you've romped through the whole thing. This makes it fun for a while, but by no means is *Benefactor* a classic.

Maff Evans

BENEFACTOR



PROGRAMMERS
Digital Illusions

PUBLISHER
Psygnosis 051-709 5755

PRICE
£25.99

RELEASED
Out now

GRAPHICS
1 2 3 4 5 6 7 8 9 10
The tiny, well-animated sprites and highly-textured backdrops are a sight to behold.

SOUND
1 2 3 4 5 6 7 8 9 10
There are a few cute effects, but the backing tunes start to grate after a while.

ADDICTION
1 2 3 4 5 6 7 8 9 10
Fun in short bursts, but playing for any length of time starts to get tedious.

PLAYABILITY
1 2 3 4 5 6 7 8 9 10
Generally easy to pick up, but some features are just a little bit too frustrating.

VERDICT

" Not a bad puzzle game, but a fair way from being a great one. Some nice ideas and gorgeous visuals are let down by a general feel of 'Yeah, so?' "

68%

SIMple Arithmetic







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These titles will also be available individually in September on the mid-price SimClassics label, along with A-Train and SimEarth. Maxis games always pack in the entertainment. With our three in one collection, we've never packed in more!











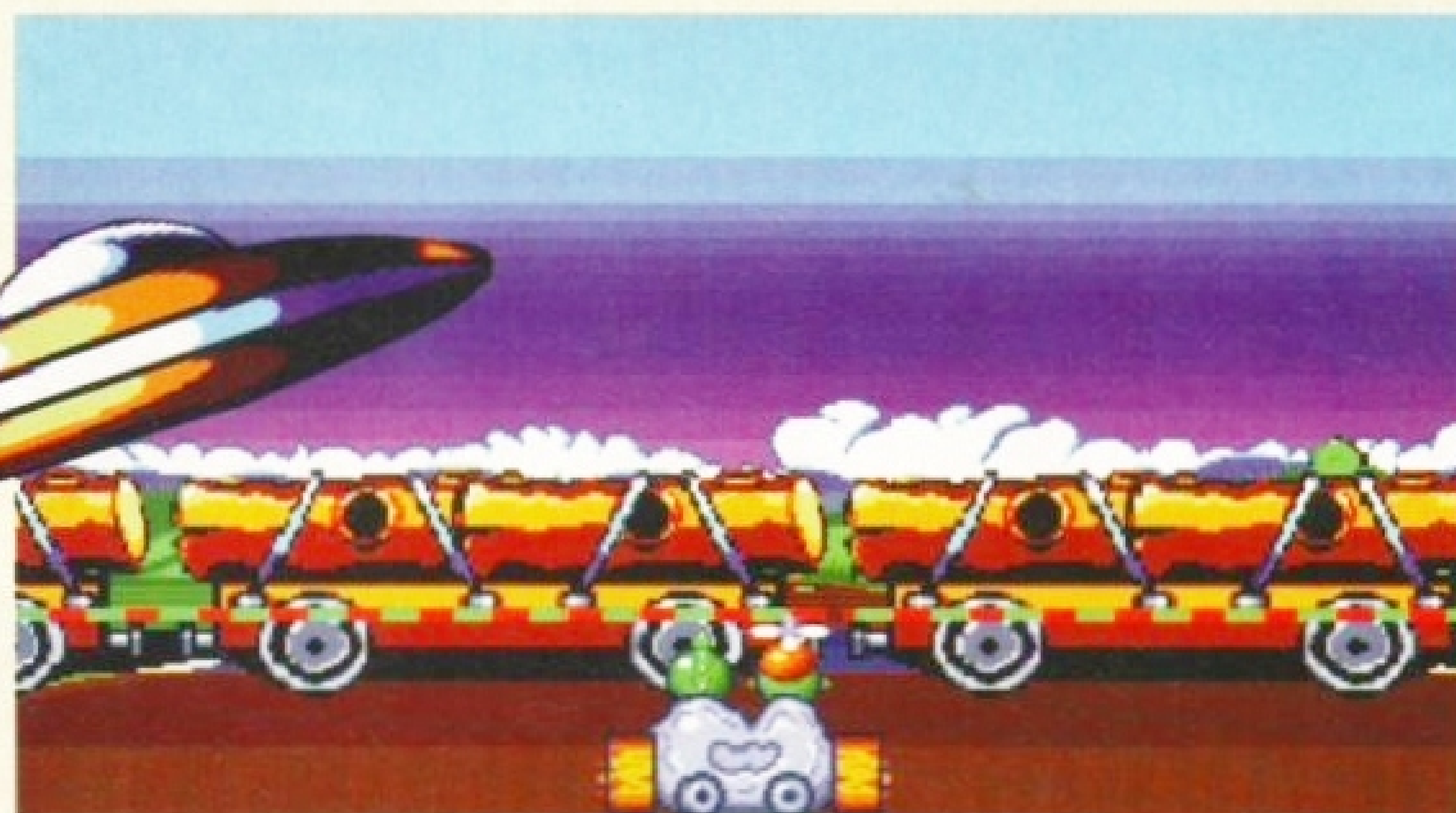




Maxis Ltd 18-20 St John Street, London EC1M 4AY Telephone: 071-490 2333

Bump 'n' Burn is a game about driving odd vehicles against even odder opponents in a mythical land called Toonia. It's a game where the gloves come off and the Highway Code is tossed out of the window; it's a game where the only rule is that there are no rules.

You're out to beat Count Chaos, the undefeated Bump 'n' Burn champion, who competes in the dastardly Skull Crusher Special. Other drivers whom you can choose to represent include Loretta Lamour, a positively Penelope Pitstopian



Everything stops for the log train. This is particularly annoying if the rest of the pack have already shot past the barriers before they closed.

BUMP 'N' BURN



Wow! You can take on some serious air (as they say in the mountain bike mags) as you hurtle around the raceways.

petal, an eskimo, a pair of beavers, dinosaurs and... well, you get the scenario. If this were a Seventies cartoon, it wouldn't be called *Hong Kong Phooey*.

But *Bump 'n' Burn* is not simply about getting from pole to chequered flag in the shortest space of time (oh all right, it is, but I've got to discuss the other bits in between and tell you that 'pick-ups abound', after a recent directive from the Games Reviewers for Overused Phrases Society). No matter which character you decide upon, all the others are pulling every trick in the book to ensure that they get to the line first. And these include dropping oil slicks, smoke screens and mines; the cars shoot missiles and bones and yes, it's all completely daft.

Fortunately, colliding with these obstacles doesn't knock you out of the race altogether – it just slows you up; and of course, whatever they can do, you can return the compliment, providing you gather the necessaries along the way. Coins litter the track and when collected can be used at an upgrade shop to buy add-ons for your motor.

But despite the aforementioned fineries, *Bump 'n' Burn* essentially adheres to the tried and tested *Lotus/Crazy Cars* format – the scrolling is smooth and the control of the car pointed. The tracks purport to be varied, yet mainly, there isn't much difference between them. The themed raceways do have some nice touches and each competitor thrives on a different circuit. Count Chaos loves the Interstellar Interstate; witness a UFO swooping down and scooping you off the track, losing you valuable seconds in the process. And check out the divebombing fighter planes on Colonel Carnage's home circuit, the swinging log cranes in the forest and the freaky ghosts in the spooky Haunted Graveyard.

The main problem with *Bump 'n' Burn* is that despite all the wacky competitors on the track, you often feel you're racing on your own. You can rattle along for ages without seeing another soul, which can be most disconcerting – and very dull at times. The idea behind it all is nice, but it doesn't work well enough to take *Bump 'n' Burn* into the pantheon of Amiga racing games.

Steve Bradley



The Dodgy Dinos meet a ghostly apparition in the Haunted Graveyard. I'm sure I've seen that on the A1.



It's a lot less bovver when you hover. UFO's can cost you a few seconds. This happened to me once on the A1.

BUMP 'N' BURN



PROGRAMMERS
In-house

PUBLISHER
Grandslam 081-680 7044

PRICE
£25.99

RELEASED
Out now

GRAPHICS



The themed backdrops work pretty well – the cartoon graphics are rather nice too.

SOUND



Each circuit has its own features and effects – the screams on the Haunted Graveyard are great.

ADDICTION



It's difficult to gauge *B 'n' B's* lasting appeal. Younger players should enjoy its quirks.

PLAYABILITY



Better in two-player mode, though it can get tiresome trundling along on your own.

VERDICT

" *Bump 'n' Burn* is a wacky journey, although the road can become long and winding after a while. Nice try, but not quite the lasting appeal of *Micro Machines*. "

79%

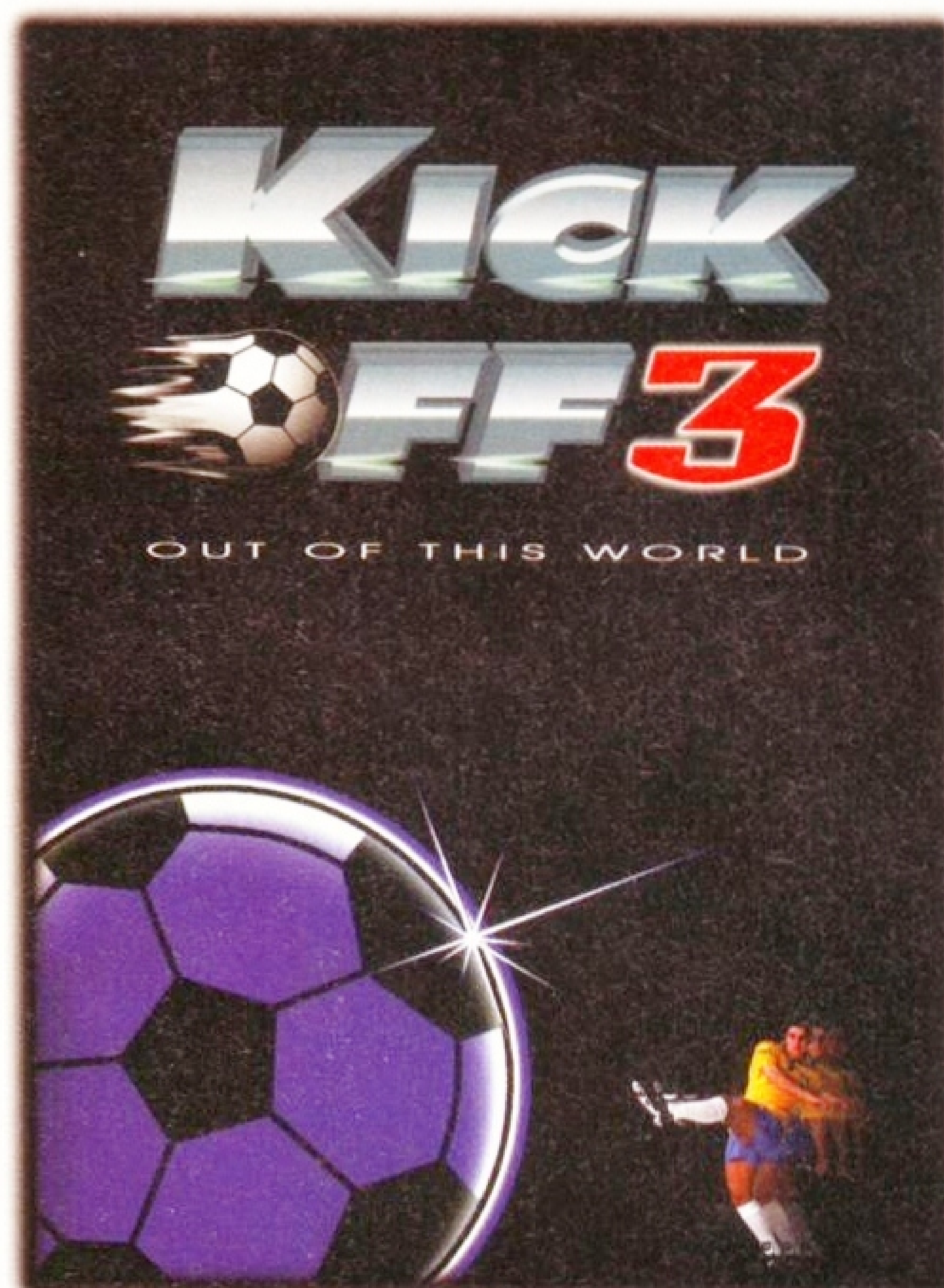
KICK OFF 3

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CD32 PC COMPATIBLES PC CD ROM AMIGA 500/600/1200

ANCO

Anco Software Ltd, Unit 7, Millside Industrial Estate, Lawson Road, Dartford, Kent DA1 5BH Tel: 0322 292513

BURNTIME

The world is in a very dodgy state. What with the whales being killed, the ozone layer still being depleted by CFCs and all sorts of nasty things in the soil, we (the human race) have got a problem.

Of course, even when the seas are lifeless pools of pollution and the once verdant pastures are arid deserts, we'll still have computer games. Hurrah!

However, I doubt very much that we will be playing *Burntime*. It could be a bit close to home, because it's all set in a distinctly unpleasant future, where the radiation-scarred wastelands are populated by hideous mutants who like nothing better than to eat innocent normals, without even washing their hands. The human race has been reduced to scouring the earth for food, where the only edible things are maggots, snakes, rats and dogs. Not a McDonalds in sight. What a hellish vision of our future this is.

Anyway, you, as the brave and courageous hero, intend to bring some sort of order to this anarchic world by taking over the various cities and settlements with your military colleagues.

You start off with an army of one (you), and you have to wander the land trading, hunting and attempting to persuade people to join your party. As you gradually build up a following, you occupy settlements and lead your band of happily psychopathic warriors on a quest for truth, justice and a slightly less maggoty way of life.


Want to buy or sell something? Have a word with your local trader...

Guido has a problem with mutants. But he doesn't look too good himself.



Burntime certainly has an interesting premise, and there is plenty of opportunity for adventure in the wide range of settlements spread around the globe. It's a pity, then, that the process of moving around a settlement looks rather like something from an old Spectrum game.

You get your group (or individuals) to move by clicking on the destination, but the characters are rather dim – they often get stuck behind an obstacle, leaving them wandering around in circles. This is incredibly irritating, especially when you're looking to do over a mutant who made a rude gesture in your direction.

Other options (such as instructing one of your band to guard a site or to separate from the main group) are available from a menu which appears when you click on the right mouse button. This can also put you into either talk or fight mode. Clicking on any of the other characters on the screen with the left button carries out the appropriate action, which comes down to either blasting the mutants or chatting nicely.

This control method is rather difficult to get the hang of, but once you get your brain around it, it's not too bad. However, this game is rather irritating in other ways. For instance, if you inadvertently set out on a trip with insufficient water, you die. No warnings, no chance to turn back, just a screen that informs you that you are deader than a very dead thing. This is incredibly infuriating, especially when you've just left a place with more water than you could carry.

Burntime is an intriguing game with an undeniable hook to it. However, it unfortunately fails to bring the various elements of combat and strategy together, leaving something of a mess. The overall experience is atmospheric, but it really fails to drag you in.

Richard Baguley



Use this map and this menu to navigate your way around settlements.

Bars in *Burntime* are teetotal – the strongest drink you can get is water.



This is the main map in *Burntime*. Those little red lines indicate which cities or settlements you are allowed to travel to.


Interesting things can be found in the buildings scattered around the game.

BURNTIME



PROGRAMMERS
Albert Lasser
Wilfried Reiter

PUBLISHER
Kompart 0727 868005

PRICE
Price to be announced

RELEASED
August

GRAPHICS
1 2 3 4 5 6 7 8 9 10
The graphics are well done, but the movement and combat sequences are laughable.

SOUND
1 2 3 4 5 6 7 8 9 10
A variety of well-crafted tunes add atmosphere, but more spot effects would've been welcome.

ADDICTION
1 2 3 4 5 6 7 8 9 10
Somewhat difficult to get into, but there is a challenge in *Burntime* once you get into it.

PLAYABILITY
1 2 3 4 5 6 7 8 9 10
The control method is awkward, and really does take some getting used to.

VERDICT

"An interesting game, but the finished product fails to come together. It will probably appeal to hard-core strategy gamers, but not to many others."

70%

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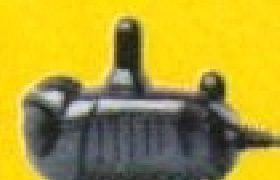
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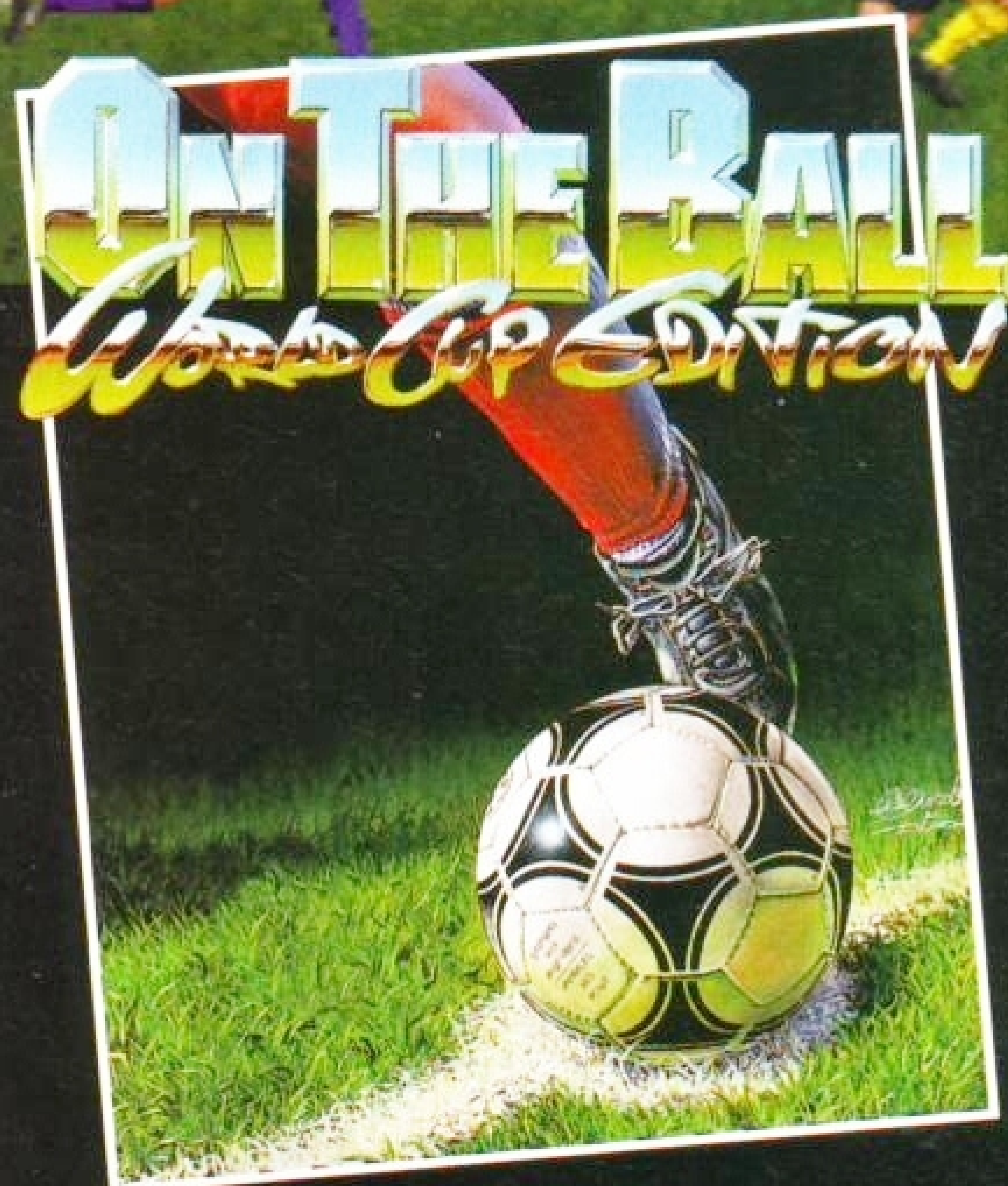


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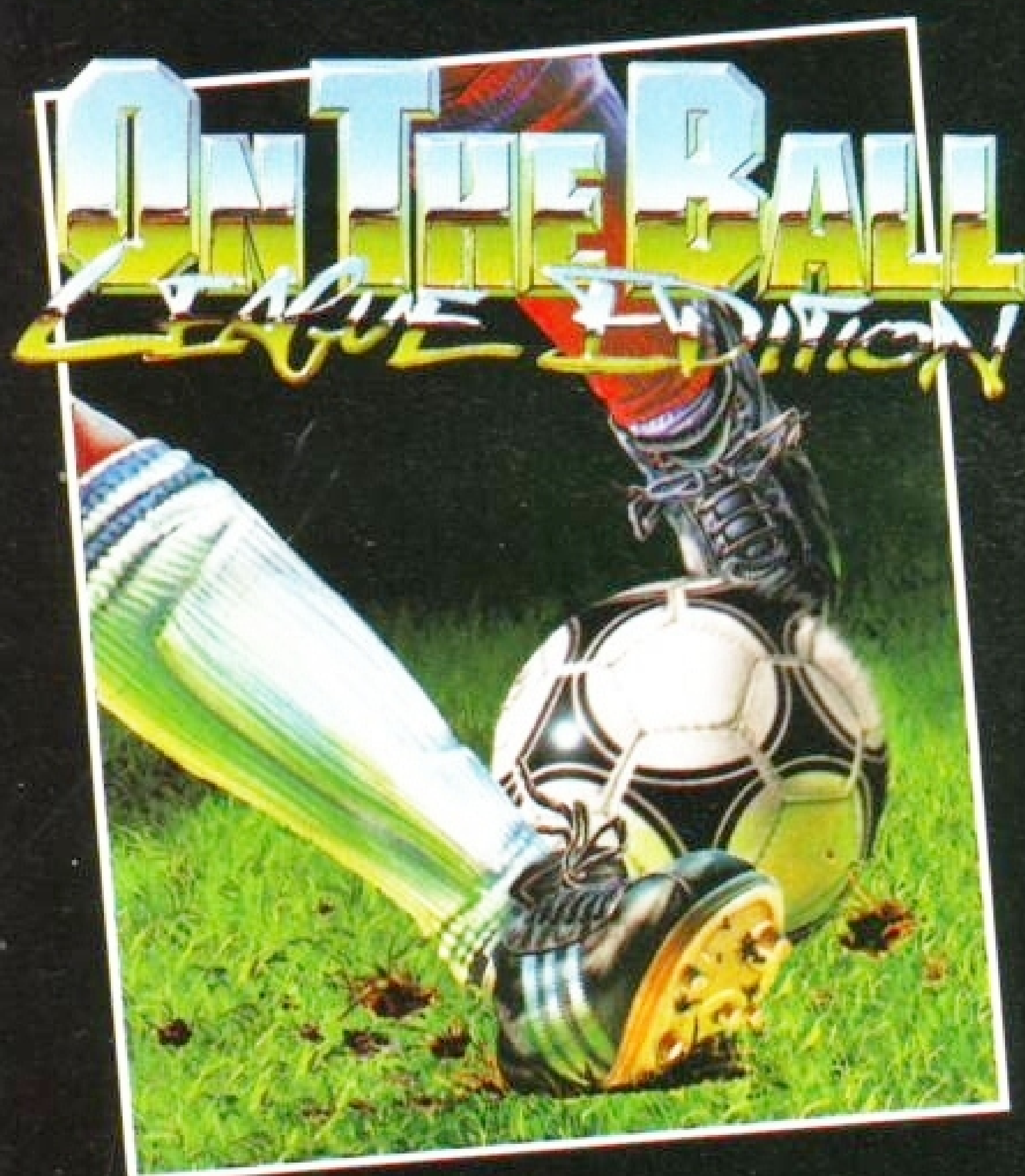
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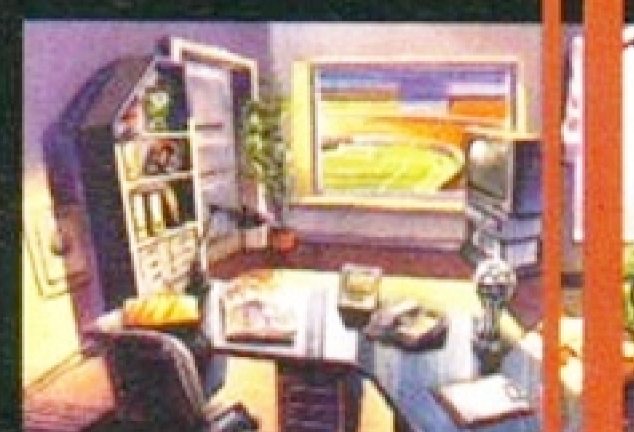
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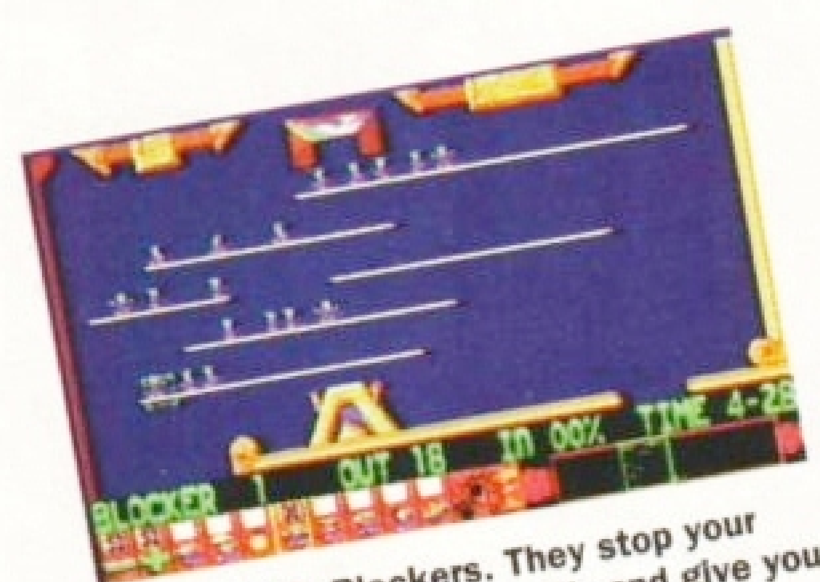
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CD32 GAMES

WIN WIN WIN
A FISTFUL OF CDS!
TURN TO PAGE 38

James Leach takes the latest Amiga CD32 discs for a spin, picks the little silver platters that matter – and discovers a world of Norse gods, fishy frolics and footie fun.



LEMMINGS: Blockers. They stop your charges wandering off cliffs and give you time to think. But not having time to think is half the fun of *Lemmings*.



LEMMINGS: Can U dig it? With *Lemmings*, anything is possible. Especially if it involves tunnelling through rock to get to the exit. Apparently, lemmings don't throw themselves off cliffs, there's just so many of them they get pushed off.

Lemmings (Psygnosis 051-709 5755, £25.99) on the CD32? There isn't much to say about this other than it is one of the classic games of all time, and is as playable as ever. Mouse is generally deemed to be the 'correct' control method, but the joypad works fine and the game still retains that old magic.

Briefly; a band of mindless little creatures drop out of the sky, and you must guide them by divine intervention to a gate somewhere on the level. Your meddling takes the form of setting individual lemmings to digging, climbing, building or other useful tasks. Thus, you construct a way of getting your tribe of cutesy characters to the exit safely.

Lemmings is an absorbing, taxing, frustrating and marvellously addictive game. Get the disc and see what all the fuss is about. You won't regret it.

Everybody's favourite 'sea'-cret agent, James Pond is back. This time, like every other, he's brought with him an entire netful of poor to middling ocean-related puns. *James Pond 3: Operation Starfi5h* (Millenium 0223 844894, £34.99) follows the same formula as the others. It's a flexible, large-levelled platformer designed, like its predecessors, to catch the eye with bright colours and tickle the funnybone with the aforesaid aquatic humour.

It's also rather a good game to settle down with if you fancy honing your reactions. The good news is that there are 110 levels of jumping, ducking, running and, er, timing things correctly. But they are let down by the fact that many of them are decked out with very dark backgrounds.

What should appear to be a moody, atmospheric sense of foreboding (presumably) actually feels more like the brightness is badly set-up on your monitor.

There are big splotches of colour, but compared to the other *James Pond* games, these are few and far between. In fact, although there's an awful lot of collecting and baddy-busting to do as you progress through the levels, the game feels a bit hollow and lifeless.

Operation Starfi5h will appeal to diehard platformers, if only because of the number and size of its levels. The rest of us might have hoped for something more.

And here comes another anthropomorphic character. Yes, it's *Brian The Lion* (Psygnosis 051-709 5755, price to be announced), in his very own platform game. And for a ferocious feline carnivore, our Bri certainly looks cute as he trots through the 40 levels in the game.

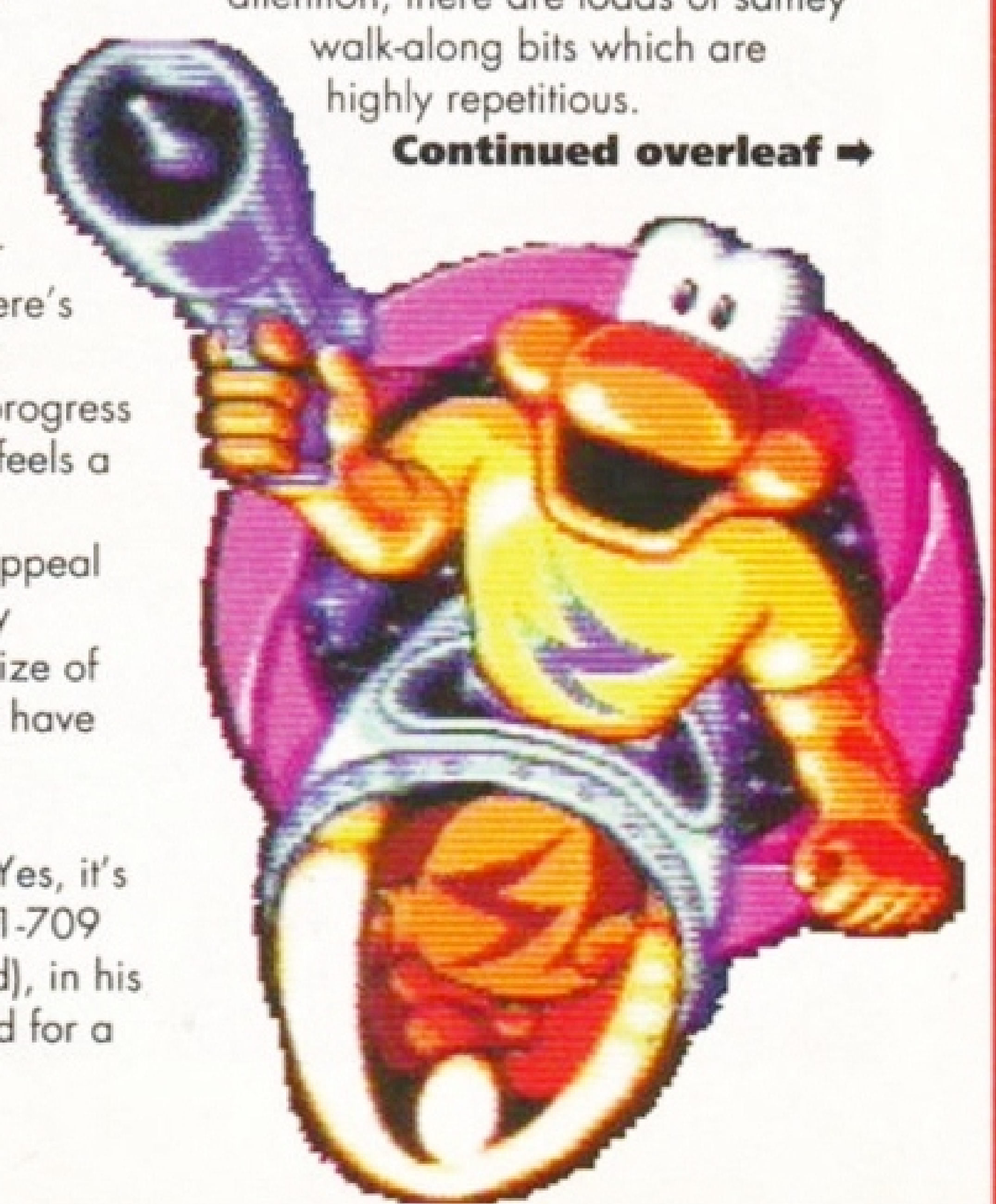
As you successfully negotiate the ever-more-challenging levels, your path is plotted on a big map. As well as looking nice, this can appear daunting when you come to the realisation that not a great deal actually happens in *Brian The Lion*.

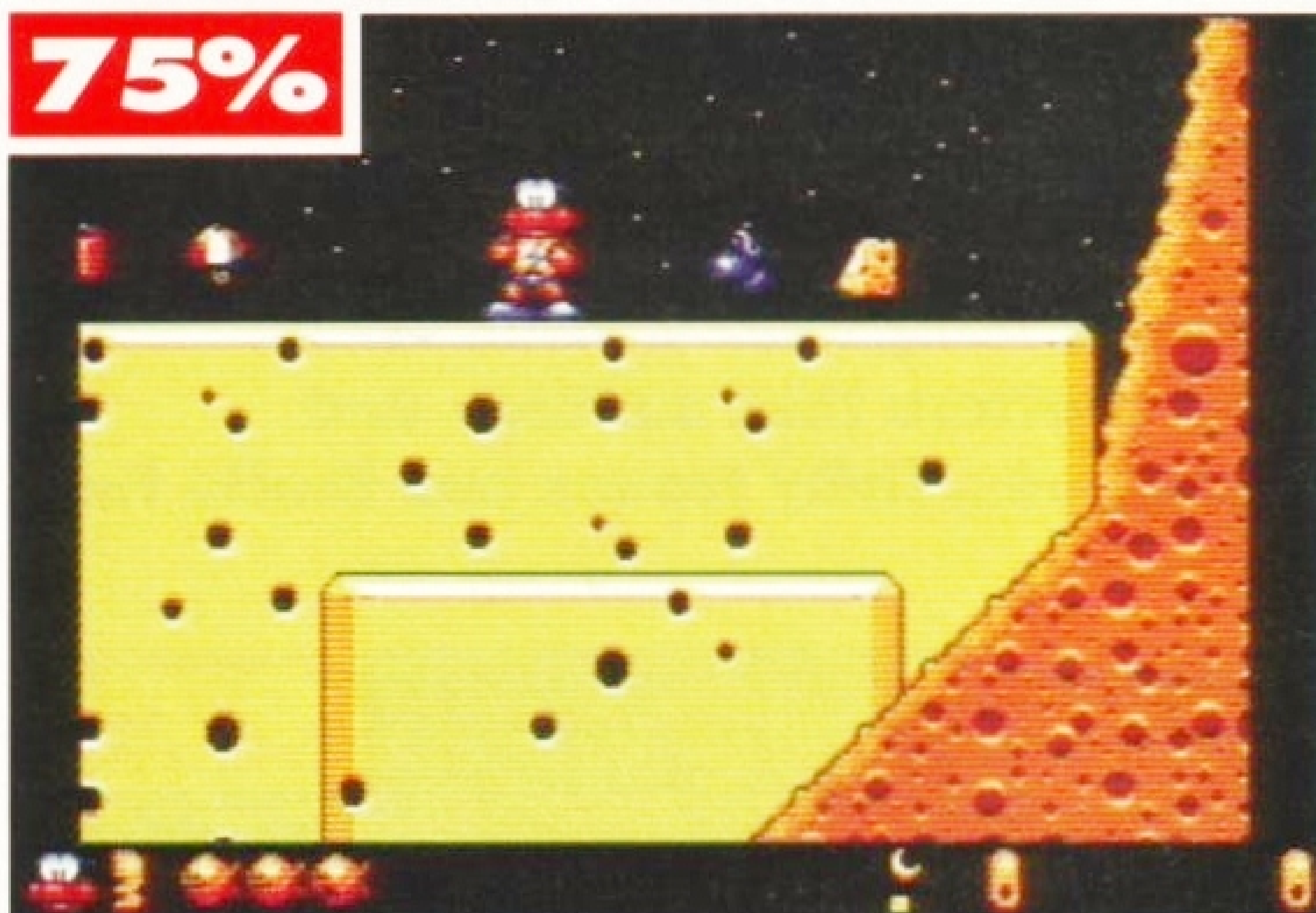
Sure, he can jump, run, walk and pick lots of things up, but for every section which grabs your attention, there are loads of samey walk-along bits which are highly repetitious.

Continued overleaf ➡

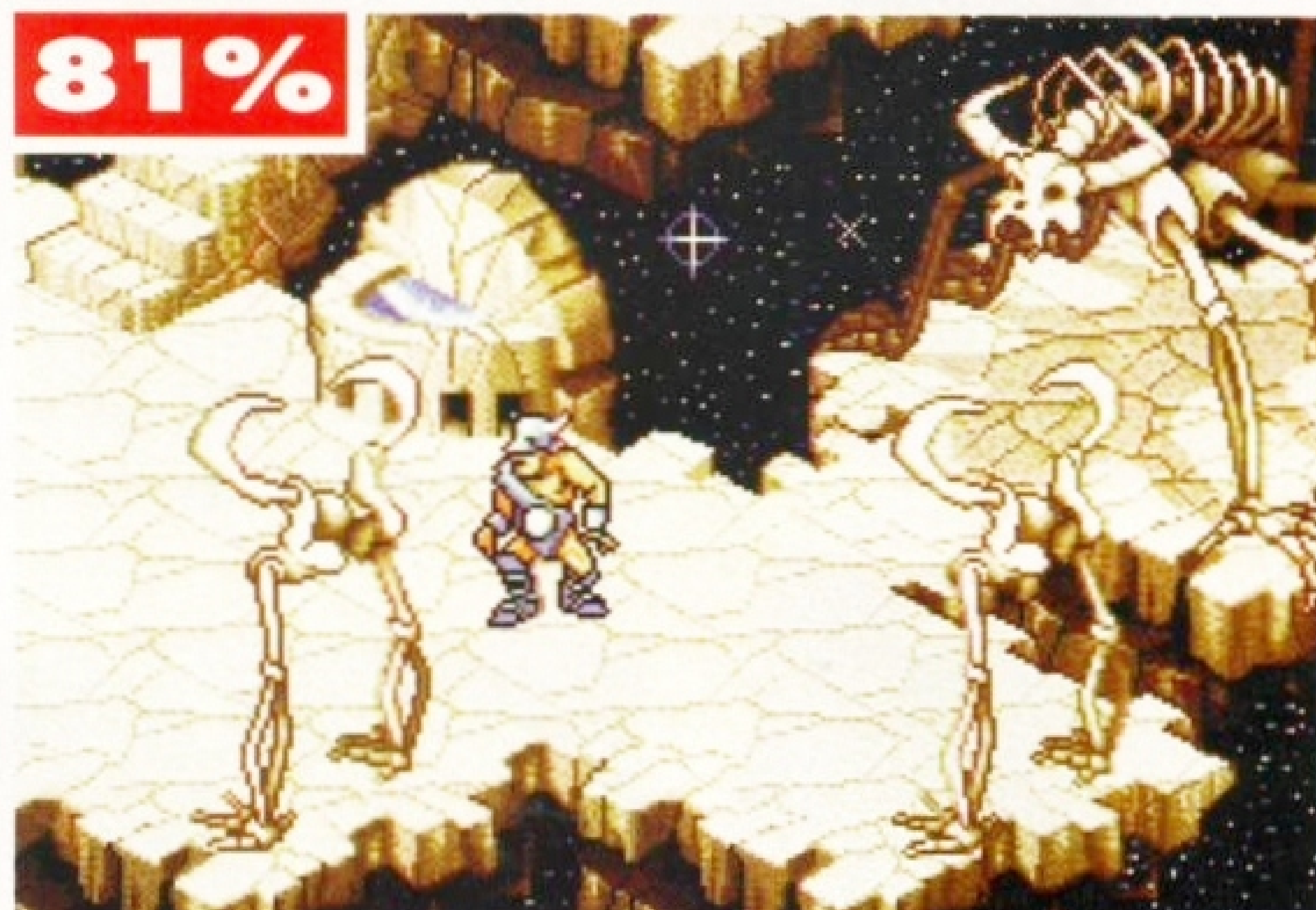


BRIAN THE LION: The King Of The Jungle isn't as fearsome a character as he'd have you believe. Anyway, who ever heard of a King called Brian.





JAMES POND 3: This game is packed with aquatic humour and fishy puns. We would repeat some of them here, but we believe that this sort of joke has its plaice.



HEIMDALL 2: Invisible ghosts, fisticuffs and spells are just some of the surprises that await you in the *Heimdall* world populated by Norse gods.

This is the only problem with the game, because the programmers have seeded it with loads of secret rooms, the odd neat puzzle and a few very imaginative ideas (such as the undersea section). The graphics are lovely and smooth and Brian feels controllable enough (for a lion, certainly). But there's no getting around it. Many of the levels have the same feel, nice though they look.

Heimdall 2 (Core Design 0332 297797, £34.99) is a visually impressive foray into the world of Norse gods, swords and magical spells. You stride through it all, seen from an oblique 3D viewpoint. This lends the whole proceedings the feel of a cartoon, and as you fight, explore, cast your spells and run away from anything bigger than you.


HEIMDALL 2: Why this cold-hearted chap has chosen a dog basket for his residence we'll never understand.

There's a very strong puzzle element to the game, and you will be forced to revisit up to half a dozen locations to assemble everything you need to solve them. The puzzles are well-thought-out too, but if anything, the game is too linear and if you get stuck, then you're not going anywhere until you have worked out your problems.

For the hardened adventurer this isn't too daunting a prospect, because *Heimdall 2* is a very playable and helpful enough game, and indeed once you get far enough into it, the old-fashioned Norse-ness of it all gets to you and the game becomes even more enjoyable.

Oh, and there are plenty of stats, icons and other little tit-bits of info to keep your eye on. The hassle of these is reduced to a minimum, and fans of the genre won't mind them in the slightest, because they confirm beyond doubt that this is a serious and complex adventure. *Heimdall 2* is a big game, and not something you can undertake lightly, but get stuck in and it's very enjoyable.

What's this? A sideways-viewed soccer game that's actually playable? Yes. *Wembley International Soccer* (Audiogenic 081-424 2244, £29.99) is a highly enjoyable romp through fields populated by big sprites, smooth scrolling and fun (if not particularly fast) gameplay.

The pluses include such features as a marvellous tactics-tweaking option which really works and the use of all the buttons on the CD[32]'s controller. The minuses are that this all-button option only works for one of the controllers, for some inexplicable reason, and the game itself is a little too slow.

The dynamics of the ball are fine, and the players do everything they should. And because it's International soccer, you get to choose countries instead of club teams, which always lends a slightly grander atmosphere to any game. *Wembley International Soccer* is good, but can't tackle the likes of *Sensible Soccer*.





WEMBLEY INTERNATIONAL SOCCER: The goalkeeper seems strangely impassive as the opposition striker bursts through the defence and bears down on the goal.

THE LEGACY OF SORASIL

Gremlin Graphics 0742 753423 ■ £25.99



THE LEGACY OF SORASIL: One of the better Amiga RPGs *LOS* has lost none of its appeal or playability in its transformation into a CD[32] game.

Titles are an excellent invention – they set the scene and let you know what you're up against beautifully. *Legacy Of Sorasil*. Now here's a title. Instantly you're made aware that this is no shoot-em-up, beat-em-up or platform game. No sir, this is firmly ensconced in *Dungeons And Dragons* territory – the role-playing, fantasy adventure game. As usual, a mythical land has succumbed to evil: on this occasion, a nasty plague has been created by someone without morals and your task is to rid said land of stated evil. There are nine different scenarios to tackle and it's all presented in glorious isometric 3D. And the eight characters have customiseable (oh, I say) attributes from which motley band you pick four – the trick is to get a balance between skill, intelligence and magic. Oh, and you need someone to stick the boot in.

RPG's are not the most progressive of game genres – this could have been written years ago but *Legacy Of Sorasil* mixes adventure and action remarkably well. The icons are easy to understand, the mapping system is awfully nice and even those who normally baulk at the idea of point 'n' click fantasies could find themselves fighting to save Rhia. That's the name of the mythical land.



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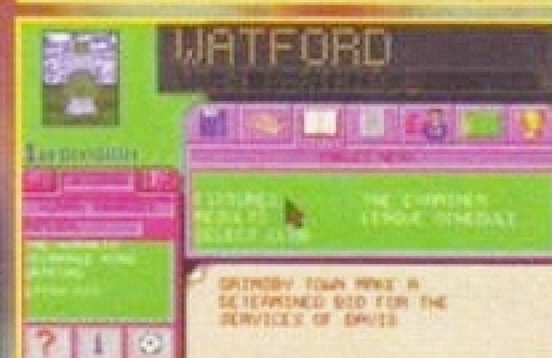
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Screenshots from IBM PC

"Tactical Manager should satisfy even the most committed Fergie wannabee" Amiga Format

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Lastability 96%
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RE-RELEASES

Never say never again. Why? Because it's grammatically poor. Talking of which, here's Trenton Webb...



ROAD RASH: All right, so it may be senseless, violent, shallow and lacking in subtlety, but it's got big bikes, betting and fighting to boast about.



TOYOTA CELICA GT RALLY: As soon as the flag drops hit the gas pedal. Whoops! I've mowed down the starter. Still, he knew the risks when he took the job!

Falling from a bike that's doing 128mph is bad news, being beaten from the saddle by a nutter swinging a crow-bar is worse and a head-on collision with a car is truly wince-worthy.

Strangely, when the same things happen to other people you can't help laughing. And this is the point of ***Road Rash*** (Hit Squad Platinum, 061-832 6633, £12.99, *AF41* 84%). You can get your kicks by jeopardising the well-being of fellow motorcyclists by lumping them in the head on Route 66. Drive fast, hit hard and you'll win.

There's not that much deep gameplay, in fact, there's not that much to actually do, but hang it, the rewards – such as sending someone spinning under the wheels of a police car – are big enough and the price small enough to warrant a few quick burn ups.

While *Road Rash* is honest-to-goodness *Police Stop!*-style fun, ***Toyota Celica GT Challenge*** (GBH Gold, 0742 753423, £9.99, *AF33* 73%) offers an altogether more serious look at motor sport. Taking the wheel of the 'world-beating rally car' you get the chance to slide majestically through picturesque locations.

This is after all a rally car and, as such, not designed to be driven in a straight line, an effect which Gremlin faithfully recreate with an uncontrollable steering system. Everything good about *Toyota* is very good, except the steering, which is a shame because it's a vital component of high-speed frolics.

A brilliant conversion of the okayish board game, ***Hero Quest*** (GBH Gold, 0742 753423, £9.99, *AF24* 85%) almost makes RPGs socially acceptable. Finally, it's almost permissible to tell people that you become a dwarf with a 'magic weapon' at weekends.

The acceptance threshold is pushed by the pure playability of *HQ*. There are no complex rules or awkward characters to build, just monsters to kill and treasure to collect. In that great Vidal Sassoon tradition you can just load and go!

Body Blows (Team 17 Classics, 0924 291867, £12.99, *AF46* 88%) is one of the better beat-em-ups. It lacks the rounded feel of *Street Fighter II*, but it comes pretty close. If you want to fight with folk who aren't named Ryu this has enough moves to keep you swinging – but when all's said and done it's still just a beat-em-up.

Another clone, although curiously of itself, is ***Archer MacLean's Pool*** (Hit Squad Platinum, 061-832 6633, £14.99, *AF40* 89%). Borrowing heavily from *Whirlwind Snooker*, this time Mr MacLean takes on the Americans at their own game. As you'd expect from such a pedigree potter, the programming is sweet and this power is brought fully to bear in every variation of pool known to mankind. The Amiga plays a great game, the physics work beautifully and so all that's in doubt is just how much you like pool. If you're a fan it's worth £15, if you're not...

The Games (Hit Squad Platinum, 061-832 6633, £12.99,

Continued overleaf ➡



HERO QUEST: I am the Ergh! Barbarian Lord of the Upper Reaches. Indulge in top RPG silliness without any embarrassment or ego loss in *Hero Quest*.



BODY BLOWS: 'I once knew a girl called Maria' the song says. Curiously it neglects to mention her violently homicidal tendencies.

90%

ARCHER MACLEAN'S POOL: Now that he's got *Pool* and *Snooker* out of the way all that Archer needs for his hat-trick is a bar billiards sim.

67%

EUROPEAN FOOTBALL CHAMP: Will this be England in 1996? Well let's hope not, that's their own goal they're attacking! Still, at least they're attacking.

41%

THE GAMES: Feel the nationalistic pride swell, play hard, win well, then get all panicky when you remember that cup of Ginseng tea you took for a cold.

38%

THE EXECUTIONER: Sorry, I wasn't paying attention there, I just kind of nodded off. Gosh this is exciting, so excite... ZZZzzzzzzzz...

⬅ not previously reviewed) should have something for everyone, but it doesn't. As a 30-event Olympics sim in the very best Epyx tradition, anybody and their mother should be able to find at least one event to suit their taste: either a waggler, accuracy or timing test.

The Games however could be used to inflict unnecessary suffering on prisoners of war. Each load of each event takes its chugging time. Each change of venue or style takes even chugging longer. And because the majority of events are over in a few scant seconds the wait rarely seems worth it.

Torture is also a theme of ***The Executioner*** (Action 16, 071-351 2133, £7.99, *AF27* 40%), a lame space tale of *Thrust* meets the Gestapo. In 'classic' – for which read first done on the C64 – *Thrust* mode you have to hover and shoot your way through cave-like mazes in order to 'rescue' prisoners. Then it's back to the mother ship to give them a bit of the old rubber truncheon treatment. Doubtful morals don't even get a look in as a reason for not buying *The Executioner*, the game is dull enough to merit shunning in its own right.

European Football Champ (Hit Squad Platinum, 061-832 6633, £12.99, not previously reviewed) takes exactly the other tack. This tries to revamp one of the most established sports genres on the planet – specifically soccer – with fancy graphics and a swift arcade style of play.

Based on the old Taito coin-op, this is in-yer-face football, the kind that the Americans thought they were going to get before the World Cup started. The large sprites have ball-attracting boots, the legality of a tackle is decided by the number of button presses (as opposed to timing) and, refreshingly, you even get the opportunity to punch members of the opposition team. AF

WAR! WHAT IS IT GOOD FOR?

"Don't chuck those bloody spears at me!". The ultimate in apocryphal quotes captures the nature of *Zulu* perfectly and it's an atmosphere that is recreated in *Rorke's Drift* (Tactix, 071-351 2133, £7.99, *AF13* 62%), a strategy game based around the Zulu wars.

You get to dictate each aspect of the war within a framework that also offers the much-famed 'bigger picture'. It's fun, the historical limitations are reasonably well adhered to and beating the Zulu nation takes some serious thought. It should have been called *Bloody Spears* though.

73%

RORKE'S DRIFT: The way of resolving differences may be a tad barbaric, but war in the sun can be fun.

While *Rorke's Drift* reveals the good side of the strategy coin, *The Final Conflict* (Tactix, 071-351 2133, £7.99, not previously reviewed) definitely shows the bad. Again an unpleasant topic is picked, this time global thermo-nuclear warfare, but the handling of it is far less enjoyable. Where *Rorke* does its best to be friendly with squat and silly soldier sprites *Conflict* just offers text screens and maps.

40%

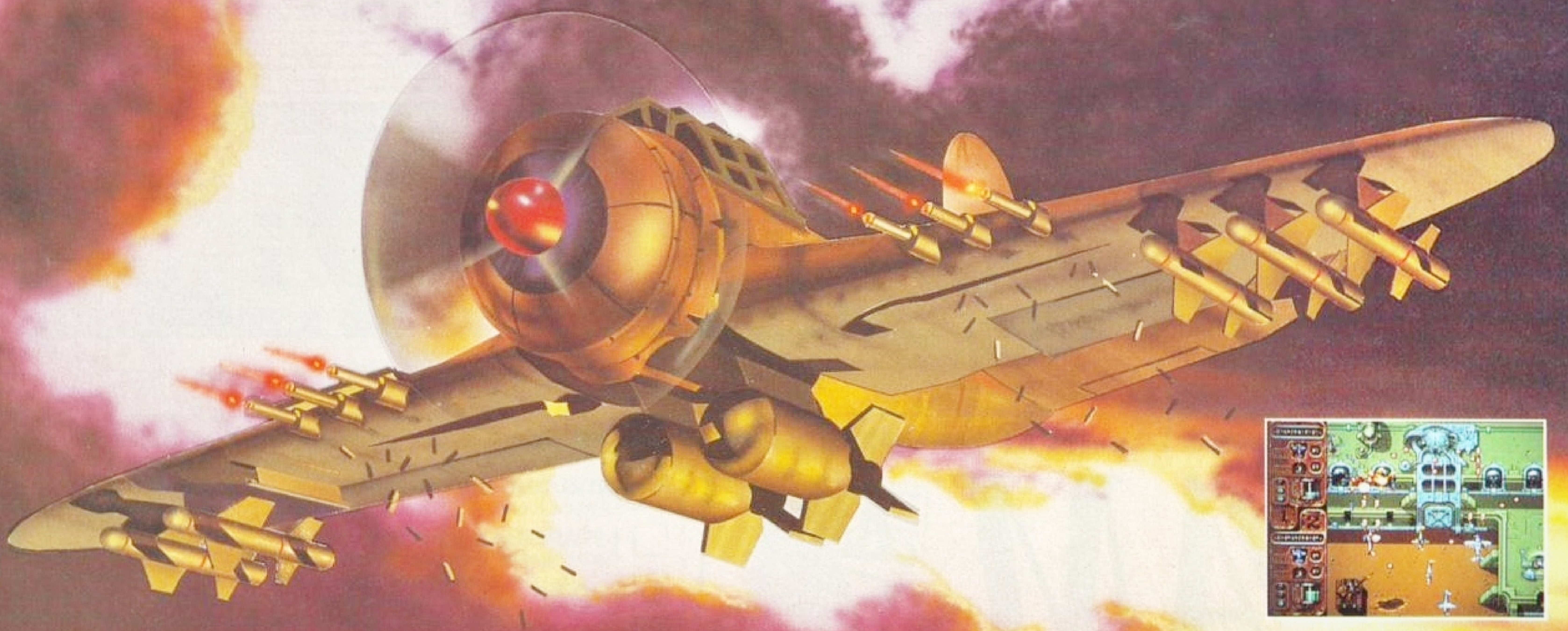
THE FINAL CONFLICT: Well, let's hope so. I'm not sure I could stand another *Conflict* that's this exciting.

MAKING THE MARKS ADD UP

Many of the games here have two marks – one in the text and one on the picture. The first is the mark the game received when it was originally reviewed in *Amiga Format*. The score on the picture is what we now think the game is worth, taking into account the re-release price, how it's aged and whether it's been superseded by a new generation of better or faster games.

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FRONTIER: ELITE 2

Reviewed *AF54* FG90% ■ Gametek 0753 553445



Space, the final frontier, where the elite are rewarded and the rest perish.

When the military ask you to destroy a target, fly to the planet and spot the target from space. Then lock on to the target and fly towards the edge of the planet above it with the time controls set to three arrows. As soon as the distance to the target is below 4,000Kms, fire a missile and the target will be destroyed. This is an easy way to gain money and rank.

When you carry a risky passenger or parcel and you're told you're going to regret dealing with someone, lock on to the ship that sent the message and switch to autopilot. The attacking ship will not fire or fly in your direction, enabling you to destroy it safely.

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Ian Wood, Stourbridge, West Midlands

HEIMDALL 2 AGA

Reviewed *AF60* 81% ■ Core Design 0332 297797

In Loki's shrine use the empty bottle on the font to rise to a rune. Urgha uses the rune spell to get invulnerability.

Max, Cardiff

MANCHESTER UNITED PREMIER LEAGUE CHAMPIONS

Reviewed *AF58* 81% ■ Krisalis 0709 372290

When you concede a penalty push the joystick up and keep the button pressed down and your goalie will always save it. (*Packie Bonner could have done with that – Ed.*)

M McMahon, St Austell, Cornwall

THE SETTLERS

Reviewed *AF54* FG94% ■ Blue Byte/Kompart 0438 840004



If you type PASSIVE on the Mission Select screen you can play any one of *The Settlers'* 30 levels.

Jonathan Peters, Brookmans Park, Herts

***Settlers* is an everyday story of little people living in a little world of their own. Good beat-em-up, eh?**

Stuck in a dungeon with no hope of finding your way out? Then take some solace in our monthly round-up of the latest hints, tips and cheats. Steve Bradley does.

SYNDICATE:

AMERICAN REVOLT COVER DISK DEMO, *AF59*

Select the group icon and put all your men into the first car you come across. Move the car on to the road to create a roadblock. Now get out of the car and make sure you are still in group mode and that all your agents are using lasers. In a few moments 10 to14 enemy agents appear. Use controlled laser shots to kill them all. Keep an eye on your scanner because a few may try to get in behind you. Once you've killed them all, make a quick scan of the area to ensure there are none left. If there are, kill them.



Toast the enemy. Then spread them with lashings of butter and strawberry jam. Delicious!

Take Agent 1 and shoot the car that now appears once with a mini-gun. But don't destroy it. About six cops emerge from the car. Back off a little and get them to follow you. Once they're clear of the car move in and kill them with a long burst from your mini-gun.

The point of this is that when you kill an enemy agent and take his gun it is almost empty. Cops' weapons are always full, so don't destroy this car since you'll also total the weapons. Drop all of your empty weapons and your energy shields if you have them, then pick up all the dead cops' weapons.

You're now ready to move Julie Tolley up to your roadblock. Take Agent 1 over to Julie's car. She only moves when an agent tells her to, so position Agent 1 next to her. Tell Julie to get into the waiting car and drive up to your makeshift roadblock then stop. While you're doing all this watch out for a slow-moving enemy agent – he's been sent specifically to kill Julie.

Move Agent 1 and mow down the two guards with a mini-gun. Shoot the next car the same way you shot the other one, then kill the two cops who emerge. Do the same with the car after that and kill the cop. Do this as quickly as you can and avoid going around the corner of the building to where the enemy agents are, so the agents won't be alerted to your presence.

Now select a gauss gun, aim at the enemy agents and fire once. Once they're dead fire two or three missiles at the building with the guards in it, then enter the building and kill any survivors with a flamer or mini-gun.

Select any one of Agents 2 to 4. Then select a mini-gun and destroy the roadblock. Drop all your empty weapons and energy shields and kit yourself out with the dead cops' weaponry. Now move your man over to join Agent 1. Select one of your remaining agents, drop all of his empty weapons and energy shields and pick up the rest of the dead cops' weapons. Put your last remaining agent in to the remaining car and drive it to join your comrades. Julie follows in her car.

Select an agent with a flamer and kill the three agents next to the three doors that are now visible. Go down the path and flame the agent that you find there. Go down the stairs and flame the next two agents. Then go around the corner and flame the last two agents.

You should by now have killed all the enemy agents. Select an agent and destroy or move the two cars that you used. Bring all your agents to protect Julie. She goes into the two doors before she finds the right one. Well done! You've completed the mission.

James McAteer, East Kilbride

£25 winner

Each month, the sender of the best Gamebusters players' guide is entitled to a £25 *Amiga Format* Mail Order voucher or a Gremlin game of their choice.

OFFICIAL GUIDE TO CANNON FODDER ON PAGE 56!

CANNON FODDER

It's a myth. There's absolutely no violence in *Cannon Fodder*. It's a cute and fluffy little game, with... Oh, all right, it's packed full of nasty stuff.

Reviewed *AF54* FG95% ■ Virgin 081-960 2255



A game where small, pixelated soldiers creep around jungle, snowy wastes and Pippin Fort is a game to be reckoned with.

Here are some general hints and information on where the Supa Dupa range of weapons can be found, and advice on how to do some of the harder levels. There is only one of each Supa Dupa product, so they're spread out across the game from Mission Eight onwards.

SUPA DUPA MISSILE BOOSTA – MISSION 8, PHASE 3

Go to the bottom right corner of the screen and it's hidden behind a big bush.

SUPA DUPA BULLET-PROOFA VEST – MISSION 12, PHASE 4

After you've blown up the turrets and boarded the helicopter fly to the top right corner of the screen. The vest is hidden in the fat snowman.

SUPA DUPA RANK BOOSTA – MISSION 16, PHASE 2

Top left corner of the screen. It isn't hidden and it looks like a sign for a general (four stars).

SUPA DUPA TROOPER BOOSTA – MISSION 20, PHASE 1

This is big yellow S in the middle of the screen on quite an easy level. It's still worth getting since it improves your rank until you die and it gives you a Bullet-Proofa Vest, Missile and Rank Boostas for the phase. Watch out when you get it because there is a spike nearby.

SUPA DUPA TROOP BOOSTA – MISSION 22, PHASE 2

It's in the bottom right corner of the screen and is guarded by a turret. It's best to blow up the helicopter with grenades to start with, then rocket the turret before getting the Troop Boosta.

Now for some of the harder levels...

JEEP JUMP – MISSION 8, PHASE 4

When doing this you are first meant to kill all of the people and blow up the huts at the top, making sure you don't blow up the Land Rover with one of the huts. Then kill the bazooka man on top of the bunker before driving off the cliff into the water. When in the water you should try to get out as quickly as possible before the jeep blows up. Now you can clear up the bottom of the screen with a grenade or two and then take out the turret in the middle.

ROUND THE GARDEN – MISSION 9, PHASE 1

Since you're short of explosives in this level, it's best to get in the skidoo and drive around non-stop, running over lots of people, trying to get the turrets to blow up a hut or two or even the enemy skidoo. When there aren't so many people around you can blow up the turrets before going over the island to get the grenades. Then you can finish off the rest of the people and huts.

MISSION 12, PHASE 6 + MISSION 19, PHASE 2 + MISSION 24, PHASE 6

All these levels have pressure pads. What you're meant to do is leave a man on each pressure pad. When this is done the pad starts flashing red and the helicopter – which you previously couldn't get to – flies down to the pressure pad you placed one of your soldiers on last. You can now get inside the chopper and finish off the enemy.

AND THEY'RE OFF – MISSION 33, PHASE 3

Get in the jeep as quickly as possible and drive to the right. Stop and get out near the fence (not too close), then blow it up. Drive through the gap. When you approach the next fence hit the rock so that the jeep jumps over the fence. Drive to the next bit of the fence. Blow this up and you should have enough time to drive up to the turret at the end and destroy the enemy jeep before it runs over the civilian.

GENERAL HINTS FOR CANNON FODDER

JUNGLE LEVELS

Look out for the different kinds of booby traps. There are spikes which come out of the ground usually in thin gaps between the trees. There are also trip wires to look out for. Watch out for the quicksand too.

ARCTIC LEVELS

Be careful of exploding snowmen and seals. I know it's not very nice, but shoot the seals just in case. Remember that you can hide from the helicopter as well as shoot when you are in shallow water.

DESERT LEVELS

Watch out for the civilian gunslingers and mines. With bridges make sure you don't fall through gaps and also watch out for spikes in the middle or either end of the bridge.

MOORLAND LEVELS

Look out for mines and exploding sheep. Again it's best to shoot the sheep. There are also spikes on some of the levels. Keep a watchful eye out at all times – your enemies are very well camouflaged.

UNDERGROUND LEVELS

Look out for mines. Also be careful near thin walls – you can be shot through them.

GENERAL INFORMATION

On the Jungle, Arctic and Desert levels the turrets can be destroyed by grenades or bazookas. On the Moorland and Underground levels the turrets are very strong, so if you see one there must be one of your turrets, a tank or rocket-firing helicopter nearby.

On all the levels look out for doors or roofs after you've blown up a hut or building. Also, the civilians on every level keep throwing things and firing at you, so shoot them – unless, of course, the mission is to protect the civilians or get them home. Hostages can't be killed, so don't hesitate to mow down any enemy hiding behind a hostage.

MONOPOLY

Reviewed *AF60* 75% ■ Supervision 071-702 9391

I have found a tip which enables you to purchase properties like Mayfair and Park Lane for just £10.

Load up and start playing the game as usual, having as many players as you want. When you land on a property of any kind reject it and let it go up for auction. Left-click on your player's symbol as you would normally when bidding. The trick is to keep left-clicking fairly quickly on your symbol until the computer asks for any more offers and sells you the property for £10. This constant clicking prevents the other players from bidding for the property. Use the same method when another player puts up a property for auction.

I am not entirely sure if this tip works with more than one human player, since everyone will be trying to get the property at the same time.

Richard Clarke, Lancaster

PINBALL FANTASIES

Reviewed *AF41* 90% ■ 21st Century Entertainment 0235 851852



The excellent *Pinball Fantasies* is about to be superseded by *Pinball Illusions* which features multiball.

Before you start to play on a table, type in Extra Balls. A message will appear: "You will now get five balls instead of three".

SIM CITY

Reviewed *AF6* 92% ■ Hit Squad 061-832 6633

When you press caps lock and type in FUND you get $10,000. But if you type it in more than twice, a major earthquake occurs. Here's my solution – for owners of *Sim City Deluxe* only.

Load up Sim Editor and then load up Big City from the More Cities drawer. Now go to Clear Unnatural Objects and clear all of the buildings away. Then edit the terrain to your liking, but don't select Clear Map. If it runs smoothly save and when you load it up you will have £1,138,000,000.

Jonathan Utteridge, Fareham, Hants

ARCADE POOL

Reviewed *AF59* 94% ■ Team 17 0924 201846

I've got rather a naughty little tip for *Arcade Pool* in two-player mode. After your opponent fouls in US pool, grab the cue ball and before you take your shot, push it in between the two other balls that are close together on the table so that the cue ball touches both of them. This nudges the balls a bit and if they are in the right place you could set yourself up a treat, or ruin your mate's plans. The computer players don't mind but your mate will.

Andrew Williams, Downend, Bristol

BLACK BALLED

I have a cheat for *Arcade Pool*. It works on any of the play modes but it's only really useful on Speed Pool. To get as low a time as you like, pot all of the balls apart from one, then line the last one up on the pocket. Select save, then New to start with one ball left on 0 minutes and 00 seconds.

By the way, my fastest time without using the cheat is 24 seconds. Beat that.

Michael Watson, Robertsbridge, East Sussex

Can you beat 24 seconds? Of course, er, I can. Of course. Jammy so-and-so. Doh.

MR NUTZ



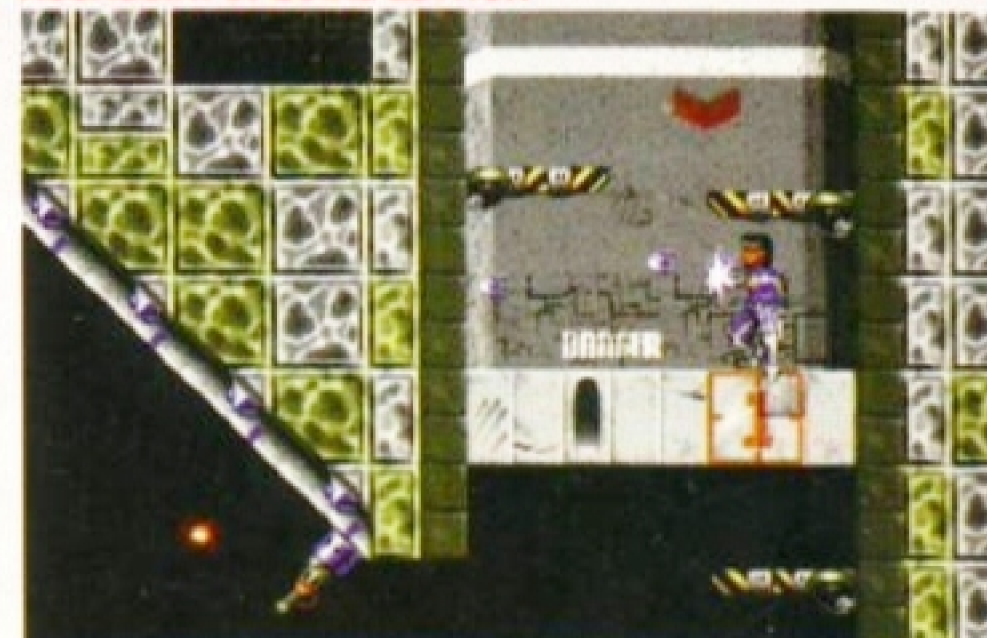
The question, "Is he out of his tree?", was once asked of Mr Nutz. We still haven't had a satisfactory answer.

Reviewed *AF59* 71% ■ Ocean 061-832 6633

On Level One, when you come to the first working teleporter, keep going right, until you find the first ladder. Go up it to get a blue flag – it has loads of gems, lives and hit points so you can keep going until you have thousands of stars and 99 lives.

Geordie Bennie, Scotland

ASSASSIN: SPECIAL EDITION



Reviewed *AF56* 87% ■ Team 17 0924 291867

To activate the cheat mode, start the game, pause and type ANOTHERCHEATMODE. The screen flashes, indicating the trainer mode is active. This gives infinite energy, the N key skips levels, W gives full special weapons, D kills you and E skips you to the guardian.

Michael Heron, Dundee

F17 CHALLENGE

Reviewed *AF52* 8/10 ■ Team 17 0924 291867

I've found a cheat to stay at 0 per cent damage. When you reach a tunnel crash against the left wall and hold the joystick there until you reach 100 per cent damage. You then hold down the fire button and your damage goes up to about 700 per cent when it resets to 0 per cent. Make sure you're well inside the tunnel or you will reach daylight half-way through the cheat.

Jamie Newman, Bournemouth

ALIEN³



Reviewed *AF45* 70% ■ Virgin 081-960 2255

To skip levels, go to the Options Screen, select Hard Level and six credits, then start. When you want to skip levels press Space and N simultaneously.

Firefly, Feltham, Middlesex

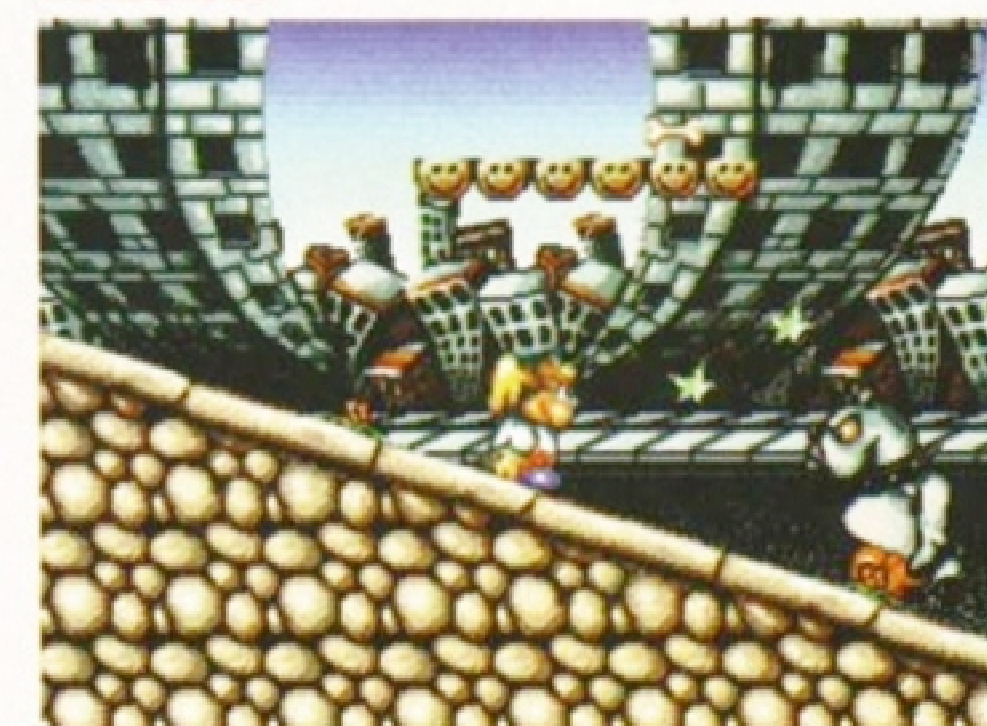
MEAN ARENAS

Reviewed *AF51* 76% ■ ICE 0453 756993

I've found a handy little cheat on the one-player mode. Simply type in QSSIFS4UYLS2WGKUN3 and you're whisked away to Level Three with enough lives to complete the game with ease. Another cheat for the same game is to type in CHEAT on the password bit. When you're in the level do not use the warp, but collect everything on the way down. Collect the gem before collecting the coin. When you collect the gem it gives you some handy in-game codes.

Alistair Boyd, Ayrshire

WONDERDOG



Reviewed *AF54* 74% ■ Core Design 0332 297797

Here are some useful passwords:
Level Two – LEMONADE
Level Three – PHARMACY
Level Four – ULTIMATE
Level Five – DANIELLE
Level Six – LUCOZADE

Callum Waring, Manchester

ACTION REPLAY CORNER

Here's another selection of Action Replay codes, this time courtesy of Robert O'Connor from Liverpool.

GAME	CHEAT	ADDRESS
Cannon Fodder	Grenades	1C137
D-Generation	Lives	C2F210
Elite	Missiles	7AD0B
First Samurai	Lives	C849
Oh No! More Lemmings	Floaters	9D87
	Climbers	9D74
	Bombers	9D7B
	Blockers	9D83
	Builders	9D81
	Diggers	9D79
	Miners	9D89
Populous II	Extra points	C592D5
Shadow Dancer	Lives	1EB3C

HELPING HAND

Can't find the cave where you have to kill the bear before being transported to a parallel universe? The man who knows the people that know is Steve Bradley.



CADAVER – One of the more unusual role-playing games, the Bitmap Brothers' *Cadaver* involves more than its fair share of joystick waggling. If only I could find out how to kill that darned dragon.



BART VERSUS THE SPACE MUTANTS – How could such a small, yellow American person become so popular? Because he's the coolest out of all the small, yellow, American people ever. Go Bart, go.

ABRA-CADAVER

Can you tell me how to kill the dragon at the end of Level One in *Cadaver*? I've tried everything.

SW Greenham, Portishead

First you have to collect the massacre spell, the fire shield potion and the King's armour. Now, fully-equipped to face the dragon, return to the passage with the four buttons and enter the code (1 4 3 2). Exit West, then North into the Dragon Room.

Drink the fire potion to protect you from the fireballs, hold the massacre spell and press Fire to cast it. The dragon should blow up. When it does, press the button on the wall, exit to the North and pull the lever to be taken to Level Two.

CHASE THE DRAGON

How do you get to the dragon in *Lure Of The Temptress*? I can get past the first door by telling Goewin to pull the left skull but no further.

Chris Brawn, Bramcote, Notts

Here goes. After pulling the left skull, go into the next cave and move a skull so the door closes and wait before opening it again – Goewin should come through the hole now.

Tell Goewin to go to the green cave and pull the right skull – the door on the left should now open so go left. It's best to save the game at this point – you may be killed.

Go in to the cave and fight the minotaur, then go left, use the potion on the dragon and command it to help defeat Selena. The dragon should then give you an eye.

Leave the caves and go to the village shop. When the skorl guard enters the shop, look through the window and when the guard leaves, enter the shop and talk to Ewan. Thanks to ***Anthony Mills*** *of Walsall for the info.*



LURE OF THE TEMPTRESS – Caught in the dungeon by a luring temptress? Sounds nice.

READERS' WRITES – NO PUSH-OVER



Hmmn. Is there some kind of subliminal advertising going on here? Oh, maybe not.

Some time ago I reluctantly had to abandon *Push-Over* because when I got to Stage 32, no way could I go fast enough to get to the next level. Believe me, I've tried and tried and tried. I must admit that I am 79, so perhaps I can be excused for asking for some codes to help me carry on.

Mrs Doris Oliver, Burry Port, Dyfed

Fear not Doris. Here are the codes from Stages 33 to 100.

33) 25102, 34) 26126, 35) 25614, 36) 27662, 37) 28174, 38) 27150, 39) 26638, 40) 30734, 41) 31246, 42) 32270, 43) 31758, 44) 29726, 45) 30238, 46) 29214, 47) 28702, 48) 20510, 49) 21022, 50) 22046, 51) 21534, 52) 23582, 53) 24094, 54) 23070, 55) 22558, 56) 18494, 57) 19006, 58) 20030, 59) 19518, 60) 17470, 61) 17982, 62) 16958, 63) 16510, 64) 16511, 65) 17023, 66) 18047, 67) 17535, 68) 19583, 69) 20095, 70) 19071, 71) 18559, 72) 22655, 73) 23167, 74) 24191, 75) 23679, 76) 21631, 77) 22143, 78) 21247, 79) 20735, 80) 28927, 81) 29439, 82) 30463, 83) 29951, 84) 31999, 85) 32511, 86) 31487, 87) 30975, 88) 26879, 89) 27647, 90) 28671, 91) 28159, 92) 26111, 93) 26623, 94) 25599, 95) 25087, 96) 08703, 97) 09215, 98) 10239, 99) 09727, 100) 44543.

TAKING THE MICRO

I have just bought *Morph* and *Micro Machines* for my Amiga A1200 and I'm not very good at either of them. Can you please help me?

Andrew Last, Farnham, Surrey

Try avoiding the baddies in Morph and attempt to drive a bit faster in Micro Machines. Good luck.

CARAMBA, EAT MY TROUSERS

Can you tell me how to skip levels on *Bart Simpson Vs The Space Mutants*? Also, have you got any cheats for *The Addams Family*?

Richard Frith, Bramley, Leeds

On the high score screen where the Simpson family are sitting on the sofa, type in EAT MY SHORTS. That should do the trick.

Here are a few Addams Family codes for you:

K1KKR – Pugsly rescued.
61Y9T – Heart power-up and Pugsly.
31Z9R – Two heart power-ups and Pugsly.
3ZYK7 – Two heart power-ups, Pugsly and Wednesday.
BZZ1X – Three heart power-ups, Pugsly and Wednesday.
BG19X – Three heart power-ups, Pugsly, Wednesday and Uncle Fester.
BLS1T – Three heart power-ups, Pugsly, Wednesday, Uncle Fester and Granny.

Sadly, there's no infinite life cheat. Thanks to ***Francis Major*** *in Morpeth for the codes.*

STICKY SITUATION

I am stuck on *Fascination* in two places. Firstly, at the Red Blue Club where Eduardo will not let me in. Secondly, how do I get objects out of the car? I hope you can help.

Mark Hosker, Bury

Get the newspaper from the waste bin area, then use the lapel pin and give Eduardo the 10 dollars. On entering the club answer 222121. Inside the car, take the key card (shown as a small white dot) at the bottom right corner of the screen – that's all you need. Apparently.

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If you're having trouble with a particular game or have a solution to a letter printed in the magazine, don't keep it to yourself – write it down and send it to us, and we'll do our best to print it. Send it to: HELPING HAND, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

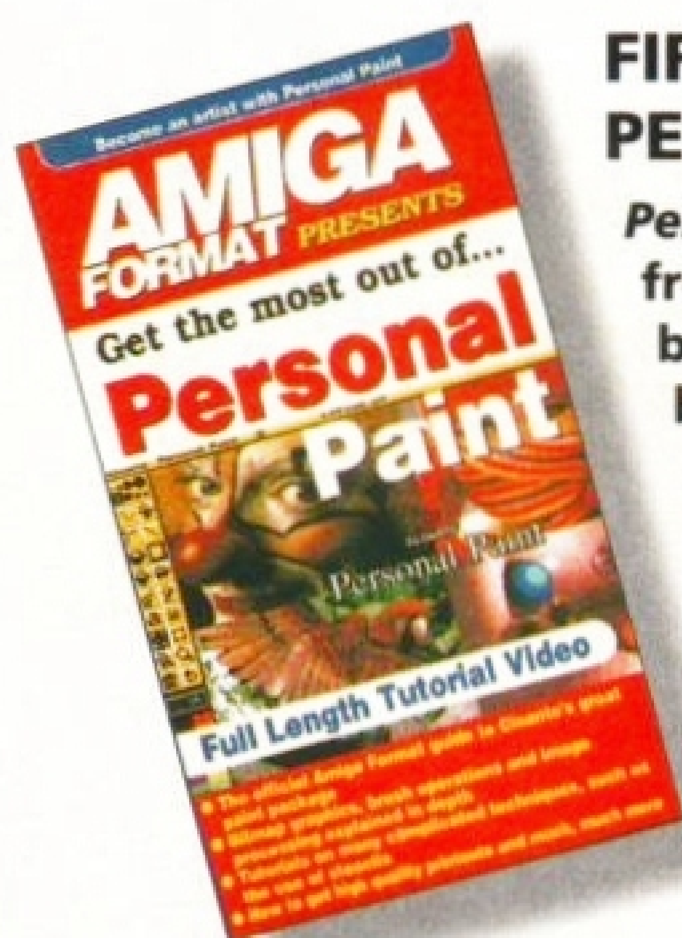
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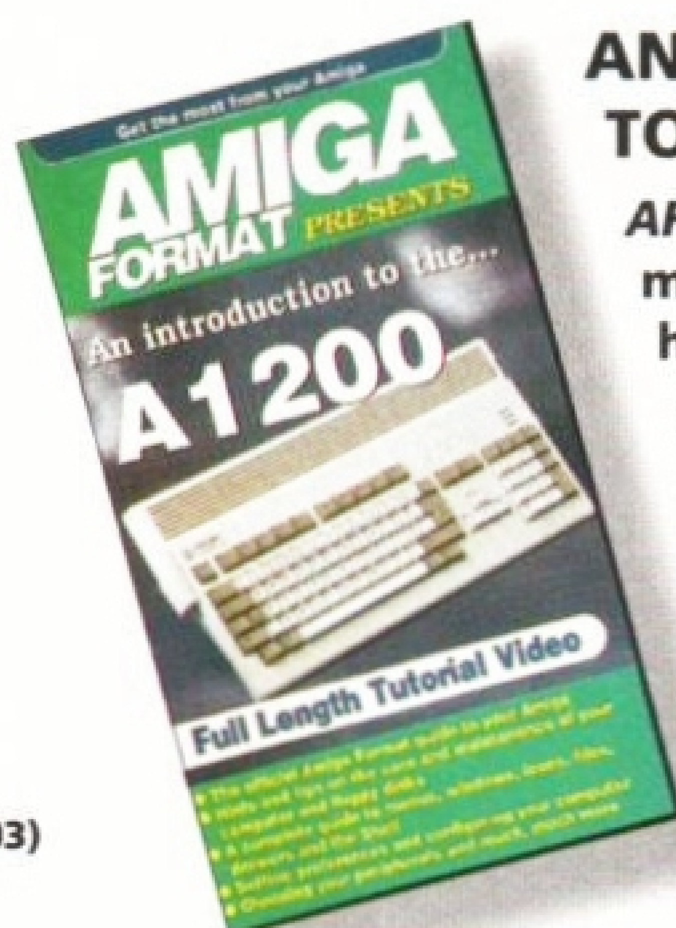


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SERIOUSLY AMIGA

This terrifying monster (no, not the one over there, the dinosaur) came from a terrific new CD-ROM title from Optonica. Check it out on page 96.

AMIGA FORMAT

WELCOME!



Hello once more. Here I am again to give you the low-down and news on what's happening on the serious Amiga scene all around the world.

We've got some really hot stuff for you this month. Not only do we have a full *review* of the Zappo CD-ROM drive which promises to be fully compatible with the CD32, but we also have a detailed and exclusive review of the Microbotics SX-1, the definitive expansion unit for the CD32.

With all this role reversal going on, it's nice to get back to earth with a review of a good old paint package. But *Brilliance 2.0* is far from run of the mill, as you'll find out on page 98.

The rest of the great, the good and the interesting play cameo parts in our cavalcade of current contenders for that elusive and exclusive *Amiga Format* Gold award. Have fun, see you next time.

Nick Veitch

REVIEWS

It's not often that Jason Holborn finds a legitimate excuse for playing CD^{32} games all day but, with the launch of the new Zappo CD-ROM drive, he's finally managed it.

ZAPPO CD-ROM

Commodore have attempted to kick-start Amiga CD-ROM with a number of releases, including the pioneering CDTV and the first true Amiga CD-ROM drive, the Commodore A570 – an A500-only single speed drive which can still be purchased for about £100.

Neither product managed to tempt Amiga buyers in any great numbers, but with the CD^{32} now riding high in the popularity stakes, CD-ROM has finally managed to capture the imagination of gamers and serious users alike.

Three months ahead of the launch of Commodore's official CD-ROM, the CD1200, a joint venture between ZCL and the French hardware developer Archos has produced the Zappo CD-ROM drive. Pitched fairly and squarely as a direct competitor to Commodore's own offering, the Zappo drive claims to deliver all the benefits of the CD1200 without the three month wait. Sounds too good to be true?

Lurking beneath the strong steel casing of the CD-ROM is a Mitsumi FX001D drive and all the necessary electronics to mate the drive's PC-like connector to a single 25-pin D socket.

The Mitsumi is definitely one of the better generic drives available – offering transfer rates of around 300K and full support for multi-session discs (Photo CD effectively), it more than matches the Sony drives used inside Commodore's CD1200 and the CD^{32}.

Unlike Commodore's offerings, however, the Mitsumi is loaded via a retractable tray rather than the top-loading mechanism employed by both the CD1200 and the CD^{32}.

There's a connector for a 12v power supply at the back of the unit and a set of four audio connectors – two in and two out. Most CD-ROM drives have audio connectors, but Archos have been forced to extend the Zappo drive so the audio signals from the Amiga can be fed into the drive and mixed with the 16-bit CD audio from the CD-ROM. This effectively means you can hear both the audio output from your Amiga and any CD soundtracks that accompany your CD-ROM titles.

The mix level with the Amiga's audio was a little too low on the review sample we were sent, although ZCL claim that this will be sorted before the drive goes on sale. Possibly the most surprising aspect of the drive's design is its interface cable which connects to the A1200's PCMCIA port. Built into the cable's PCMCIA connector are some very advanced electronics which not only control the operations of the CD drive but also provide the drive with full Akiko compatibility.

Although the Akiko chip is emulated through software, the speed of emulation is very high indeed and compatibility seems good too – Psygnosis' Akiko-heavy CD^{32} version of *Microcosm*, for example, runs just as fast on the Zappo drive as it does on the CD^{32}.

Until Kickstart 3.1 becomes available, the Amiga offers no direct support for CD-ROM drives. Commodore's drive solves this problem by having the 3.1 Kickstart chip built into the interface unit, but Archos don't have access to this chip, so they've had to write all their own custom control software which is provided with the drive in the form of a bootable disk.

Before you can get the drive to load anything, you have to install the CD control software on to your Workbench disk or hard drive. Without this all-important control software, the Amiga will not recognise the drive and even if it

PLAYING AUDIO AND PHOTO CDS WITH ZAPPO

Bundled with the Zappo CD-ROM drive are a couple of additional utilities that enable you to both play audio CDs and view PhotoCD images from the Workbench. Just like the *PhotoWorx* utility we reviewed in *AF60*, the Archos PhotoCD software fully supports Kodak PhotoCD images, which can then be displayed on your Amiga screen and even saved off to disk in IFF format.

The audio CD software is impressive too. Archos have obviously put a lot of work into this utility because it looks and performs almost identically to Commodore's audio CD player interface built into the CD^{32}.

When you insert an audio CD into the Zappo CD-ROM drive, the CDDA utility scans the disk to find out how many audio tracks are available on the disc. If the disc is recognised as an audio disc you can then play the CD audio by clicking on the on-screen icons. Just like the CD^{32}, the Zappo CD audio interface includes functions for random play and also for repeating tracks.



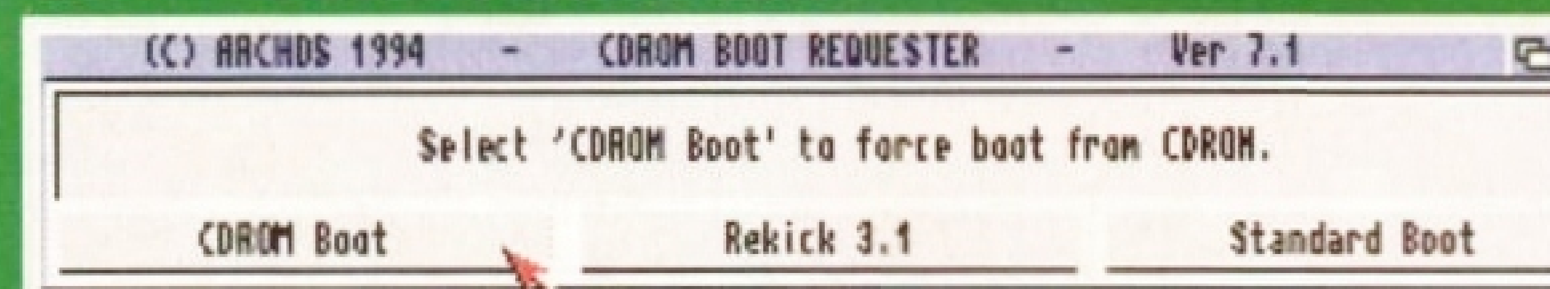
Zappo's CDDA utility allows you to play your favourite audio CDs on your Amiga.

WIN WIN WIN
BOOST YOUR CD COLLECTION ON PAGE 38!



Commodore said it couldn't be done but here it is – the first PCMCIA CD-ROM drive for the A1200! The drive is fully CD³² and PhotoCD compatible.

CD32 COMPATIBILITY



The CDBoot utility transfers control to the CD-ROM drive allowing you to boot from CD.

Most serious CD-ROM titles will happily run from Workbench, but CD³² titles are slightly different because they are self booting – that is, you need to boot up your Amiga from CD-ROM. Unfortunately, the Amiga doesn't actually recognise the CD-ROM drive until it has been mounted by the control software, and therefore it isn't actually possible to boot directly from CD-ROM.

To get around this binding limitation, Archos include a utility called CDBoot which is placed at the very start of your StartUp-Sequence when the CD control software is installed on to your boot disk. To boot from CD-ROM, all you have to do is to hold down the left mouse button, and when the Amiga attempts to load Workbench from either floppy or hard disk, the CDBoot utility pops up on to the screen and you're then given the option of transferring control to the CD drive.

To test the drive's CD³² compatibility, we grabbed just about every CD³² title we could find lying around the office and the results were pleasantly surprising. In our extensive tests, only three titles failed to work – Gremlin's *Lotus Trilogy*, *James Pond 3* and Ocean's *Ryder Cup Challenge*.

Many other titles worked without problems including *Microcosm*, *Chaos Engine*, *Fire & Ice* and *Ultimate Body Blows*. Even some very early CDTV titles including Muybridge's *Women In Motion* and the CDPD range worked without problems. In all, an impressive achievement.



The level of compatibility with CD³² games, including *Microcosm* (above), is very high although three of the titles we tested failed to work with the Zappo drive.

could, it wouldn't be able to understand the ISO9660 filing system used on most CD-ROM titles.

Installing the driver software is fairly straightforward because most of the work is done for you – the installation program automatically copies all the files to the appropriate directories on your hard disk, and then modifies your StartUp-Sequence so that the CD drive is automatically mounted whenever you boot your Amiga.

An unfortunate side-effect of this process is that you can only access the CD-ROM drive when you boot from a disk that has the CD control software installed on it – if, for example, you booted from a friend's Workbench disk, then the CD drive would not be recognised. This isn't a problem if you own a hard disk-based A1200, but it's a pain for the rest of us.

Once the CD drive has been mounted, it's treated in the same way as a floppy drive. Obviously, you can't write to a CD-ROM disc, but other than this, using the CD drive is almost exactly the same as using a floppy disk.

To access the contents of a given CD-ROM put the disc into the drive's loading tray, press the Close button and after a couple of seconds it's recognised by the Amiga and an icon appears on the Workbench for that disc. You can then double click on the icon and load programs like you would from disk.

The Zappo CD-ROM drive isn't the answer to every A1200 owner's CD-ROM needs but it's a welcome addition. The level of software compatibility that Indi have achieved is very impressive, especially when you consider how reliant many CD³² titles are on the Akiko chip.

Although some games displayed glitches during the playback of animations (*Microcosm* being one example), the speed and reliability of the drive is very high.

The real question is which drive should you buy – the Zappo CD-ROM or Commodore's own CD1200? Well, both drives have their advantages and disadvantages – Commodore's drive ties up the trapdoor slot but does have Kickstart 3.1 on board, whereas the Zappo drive uses the more convenient PCMCIA port but can only be booted using a software utility.

Obviously, neither drive is perfect, so your choice depends on several factors. If you can live without the trapdoor expansion (RAM can still be added to the CD1200 via a standard 72-pin SIMM socket) then go for the CD1200. If, on the other hand, you already have an expansion that connects to the A1200's trapdoor port (or you intend buying an accelerator card or a RAM expansion with an FPU in the near future), go for the Zappo drive.

ZAPPO CD-ROM

DISTRIBUTOR
Indi Direct 0543 419999
Calculus 0543 418666

PRICE
£199.95

SPEED ●●●●
CD³² titles run at full speed although loading programs from Workbench is rather slow.

MANUAL ●●●
A bit thin on detail, but the manual tells you everything you need to know to set up and use the drive.

ACCESSIBILITY ●●●●
Once the driver software has been installed, using the drive is very straightforward.

FEATURES ●●●●
Apart from the lack of FMV compatibility, the Zappo drive covers every other requirement.

VALUE ●●●●
£200 for a double-speed, multi-session CD³² compatible drive is excellent value for money.

"Whatever your CD-ROM needs, the Zappo drive can handle them."

82%



INSIGHT DINOSAURS

***Jurassic Park* fever may have finally died down, but the interest in dinosaurs has not. Jason Holborn takes a look at Optonica's new CD-ROM reference title.**



Despite the popularity of CD-ROM reference titles on the Apple Mac and PC, Optonica seem to be just about the only company that have continued to produce such titles for Amiga CD-ROM owners.

Their latest title is *Insight Dinosaurs*, the second in the Insight range of CD^{32} reference CDs. Not surprisingly, *Insight Dinosaurs* deals exclusively with the mighty dinosaurs, those scaly reptiles that roamed the Earth millions of years before even *Amiga Format* was launched.

It boots up with a pleasing introduction animation sequence that sets a very atmospheric scene for the information yet to come. Once the animation has run its course, you're taken directly into the title's menu system which has been designed using *Interplay*, Optonica's CD-ROM authoring system. Like previous reference titles, *Insight Dinosaurs* is navigated with the CD^{32} or CDTV hand controllers.

Produced in association with the Natural History Museum, *Insight Dinosaurs* contains an almost bewildering amount of dino facts that should quench even the most eager dinosaur fan's thirst for knowledge and prehistoric trivia.

Subjects covered include dinosaur anatomy, methods of attack and defence, climate and weather conditions and there's also a detailed A-Z index of your favourite dinosaurs. All this information is backed up by some superbly digitised pictures and the odd film clip or two.

To keep the kids occupied, there's even a special Funosaurus section that offers a quiz to test your dinosaur knowledge; a dinosaur sliding puzzle and a fun little dinosaur colouring book containing a vast range of line art dinosaur images just waiting to be coloured in.

Amiga CD-ROM reference titles have always been a bit thin on the ground when compared to their counterparts on the Mac and PC, but Optonica have really done Amiga owners proud with *Insight Dinosaurs*. If you have a CD-ROM, get this disc.

INSIGHT DINOSAURS

DISTRIBUTOR
Optonica Ltd
0455 558282

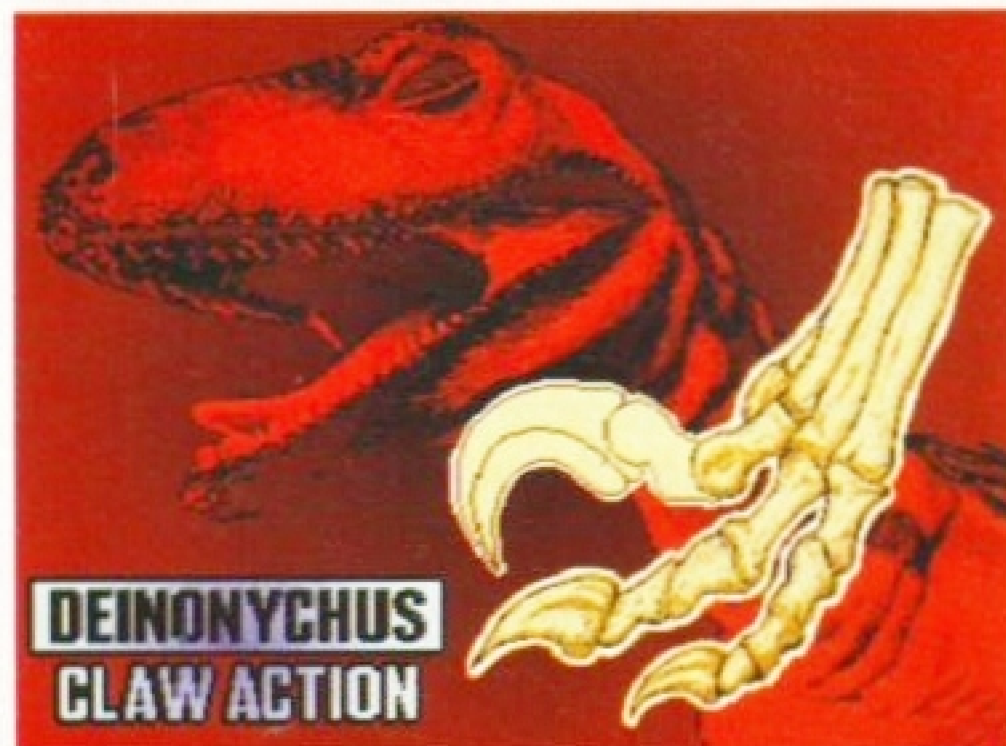
PRICE
£39.95

RELEASE
Out now

DESCRIPTION
CD-ROM educational disc.

"Insight Dinosaurs is a well-designed and beautifully-presented reference title."

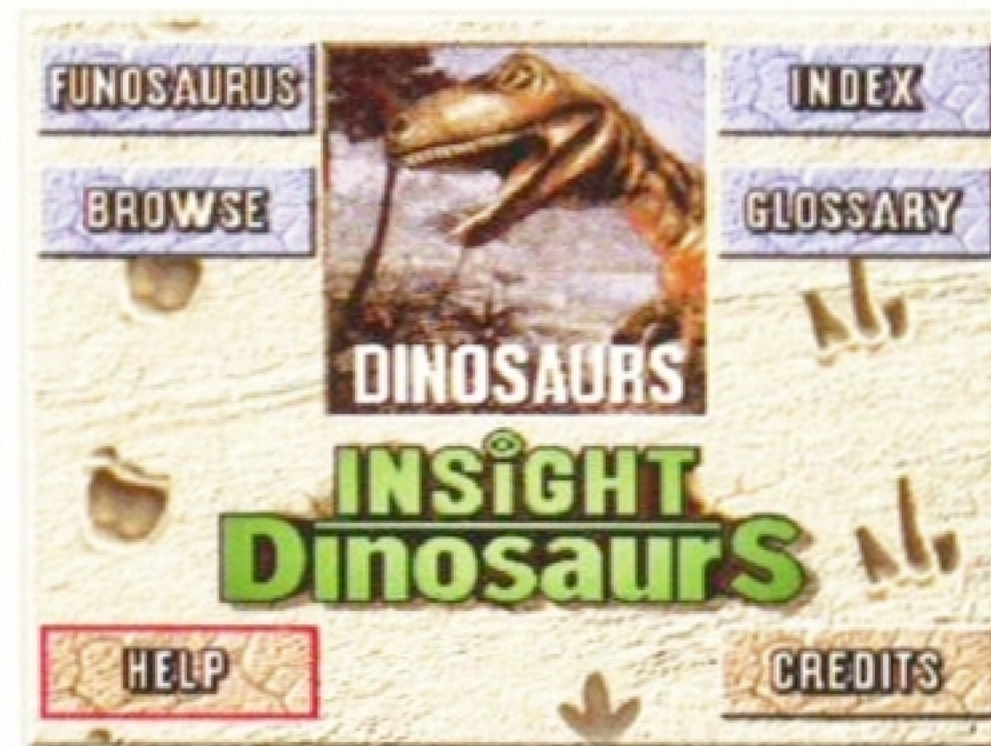
92%



Many of the subjects covered in *Insight Dinosaurs* are accompanied by animations and film clips.



Backing up all of those lovely pictures and animations are some solid dinosaur facts.



Navigating your way around *Insight Dinosaur*'s menu system is easy thanks to its graphical nature.



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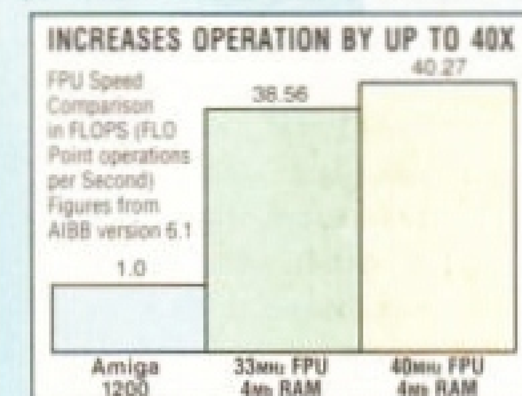
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FOR THE AMIGA 1200



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- Upgradeable FAST RAM board to 1, 2, 4 or 8Mb
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- Comprehensive manual with illustrations
- Works with all A1200 and A1200HD computers
- Does not invalidate your A1200 warranty
- 2 year warranty

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2 YEAR WARRANTY

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1Mb SONY 3½" DELUXE FLOPPY DRIVE

FOR ALL AMIGA COMPUTERS



'Amitek's new disk drive combines an elegant design, high build quality and smooth performance in a very affordable package. Highly recommended'. Jason Holborn - Leading Amiga Journalist

DELUXE FEATURES

The AmiTek drive has been specially designed to meet the needs of Amiga users and has many deluxe features which are not included in other drives - check out the competition!

ANTI-CLICK

The anti-click feature stops your drive from making lengthy whirs and clicks that occur when the drive is empty and searching for a disk.

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The switchable Anti-Virus mode stops track 0 viruses infecting the disk while in the drive. Yet, unlike many other drives which have virus killers, this Anti-Virus mode can be disabled, allowing some fussy copy protected software to run.

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AmiTek took the time to source a mechanism that has all the features, quality and reliability that Amiga owners have been crying out for. After vigorously testing Sony's mechanism, it proved to be the best by far available.

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AMITEK	✓	✓	✓	✓	✓	✓
CUMANA	–	–	–	–	–	–
ZAPPO	–	–	✓	–	–	–

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- SWITCHABLE ANTI-VIRUS MODE
- ENABLE/DISABLE SWITCH
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- 2 YEAR WARRANTY

EXTERNAL DRIVE **£59** INC VAT - DRI 1159

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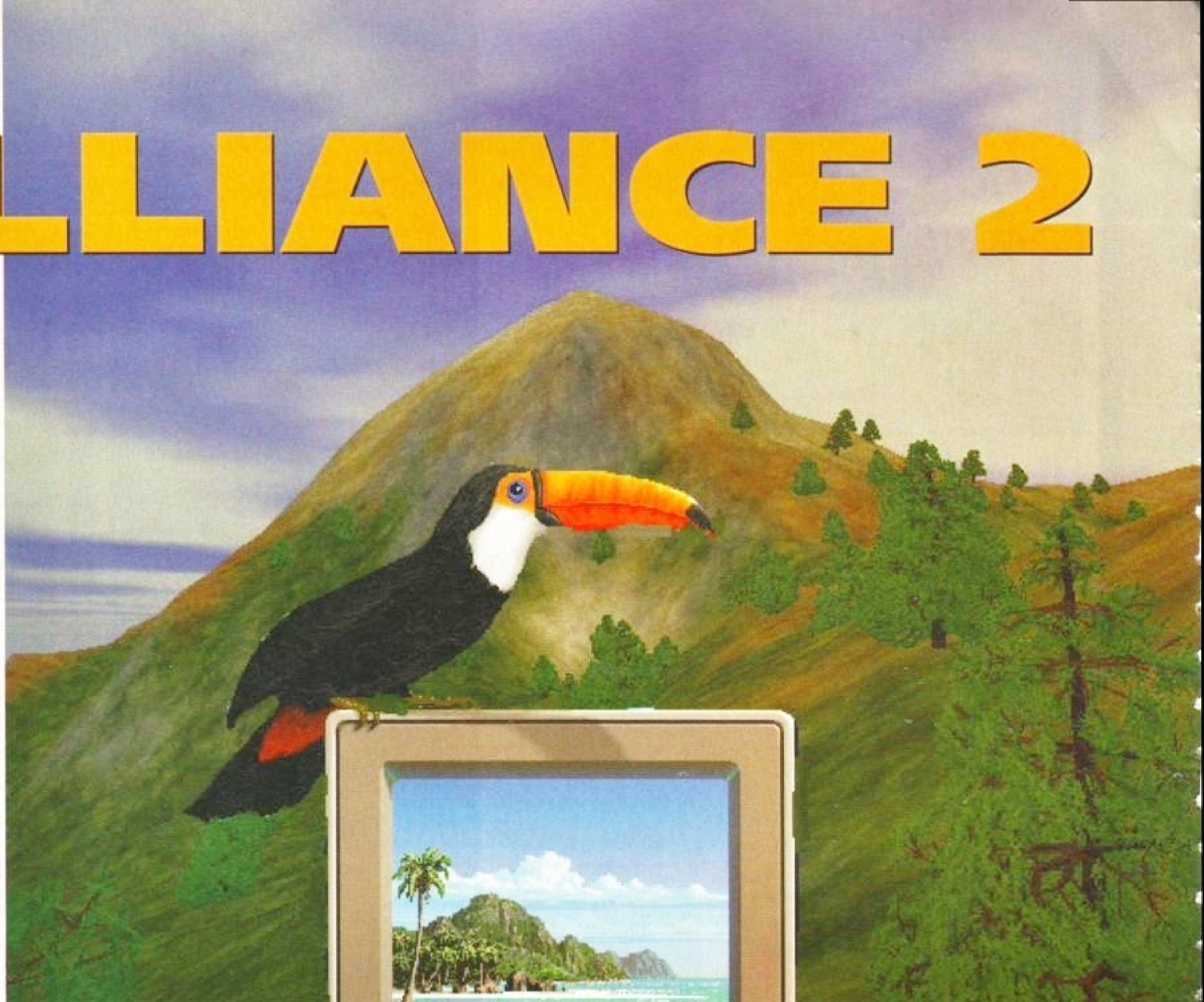
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BRILLIANCE 2

Brilliance was widely acclaimed as the successor to _DPaint_ when it first appeared. Nick Veitch plumbs the 24-bit depths of the new version of the paint package.



With enough memory and a bit of patience, *Brilliance 2* can be an excellent composition tool. Here the demo illustration has been combined with a *Vista* render.

Paint packages are very useful things. You don't have to be particularly gifted to produce a work of art, not if you have a computer helping you. On the other hand, if you are a particularly gifted artist, you could probably do even better with a computer to help you.

Even if you couldn't care less about drawing pictures on your Amiga, a paint package is still a more than useful resource. Graphics are an important commodity for all sorts of computer work, whether it's an icon or an interface, so a piece of software that can manipulate them is bound to be useful.

Brilliance opened a lot of eyes when it first appeared, because it offered a new approach to Amiga art packages. Electronic Arts' *DPaint* has always dominated the Amiga bitmap paint package market, since it was first bundled with the A500. But the familiar right-hand side tool bar is missing from *Brilliance*.

Instead the tool bar and the requesters pop up from the bottom of the screen. In fact, this is not a new idea – *Digipaint*, the original HAM paint package from NewTek, did exactly the same thing.

This gives the program an air of un-Amiganess, which is exaggerated by the fact that there are no menus either. It is a very alien control concept but there's no reason why you shouldn't get used to it, so maybe we shouldn't dwell on the controls any longer.

Perhaps I'll just add that when working in HAM mode, it makes things a lot faster, because the requesters and tools don't have to be rendered to a HAM window at all – they are rendered on a separate screen which is placed on top. It also means that the image screen can be in a different screen mode.

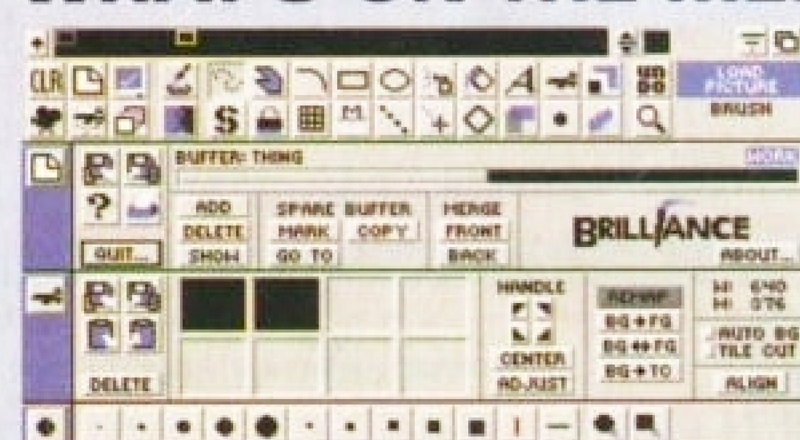
You actually get two paint packages for your hard-earned money – *Brilliance*, and *TrueBrilliance*. *TrueBrilliance* works in a true colour mode. This means that all the operations are performed on the image in 24-bit colour. OK, you may only be able to see 262K colours, but the quality is still there in the image buffer.

Obviously, this is very useful if your work is destined to be viewed on a 24-bit display, printed out in colour or as fodder for some top-end multimedia presentation.

It can also have an effect on your own work that you see on the screen. The accuracy of working to 24-bit depth means that less data is lost during operations such as ranges, rotations, resizing and blends. The cumulative nature of data loss means that 10 or so operations down the line, you are left with a better picture.

The major change from the first version is the new implementation of

WHAT'S ON THE MENU



Multiple menus are stacked for easy access. Although this system obscures the image somewhat, it aids efficiency.



The newest part of *Brilliance* is the tweening menu. This will let you create animated brushes with ease.



The animation facilities of *Brilliance 2* are simple but very effective. Fast HAM6 and HAM8 animations can be created easily.



The standard *Brilliance* tool bar hides a wealth of features, but *Brilliance* lacks any Light-table or Onionskin option.



More drawing modes than experimental artists could shake a fish at, but it can be confusing at first.



This rather excellent still-life shows some of the gradient fill techniques. The artist responsible has now been returned to his rubber room.



An updated Book of Cels? No, just an experiment with text, graduated fills and a Celtic knot brush.

brush tweening. This allows you to create animations involving a brush, moving and spinning from start to end. To be honest, although this feature would have been conspicuous if it was absent, it isn't really a big thing to hang an update off.

At this rate, *Brilliance* will never match up to the superb features of 24-bit paint packages, such as *TVPaint* and *OpalPaint*. Then again, it will probably never cost as much as them either.

The price of *Brilliance* has now fallen dramatically by £50 from £134.99 to £84.95, but it is still more expensive than the likes of *Personal Paint*. Although *PPaint* doesn't have animation, *Brilliance* doesn't have image processing, and where *PPaint* lacks HAM support, *Brilliance* can't support Retargetable Graphics (RTG).

OK, *Brilliance* gives much better results, but it couldn't honestly be said that it is easy to use. The drawing modes are all activated by tiny buttons on a sub-screen. The most popular ones are supported, in traditional Amiga fashion, by the function keys, but what happened to user-defined hot keys, and why is there no macro support?

“ The price of Brilliance has now fallen dramatically to a much more realistic level. ”

I know these things are thin on the ground in paint packages, but why not borrow some ideas from other software? There is no real reason for paint programs not to support an *ARexx* port.

WHAT'S IN OR OUT?

IN	NOT IN
Brush tweening	Morphing
HAM8 support	RTG support
Multiple undo	Image processing
Animation	The Dongle
Compugraphic text	On-screen brush distortion

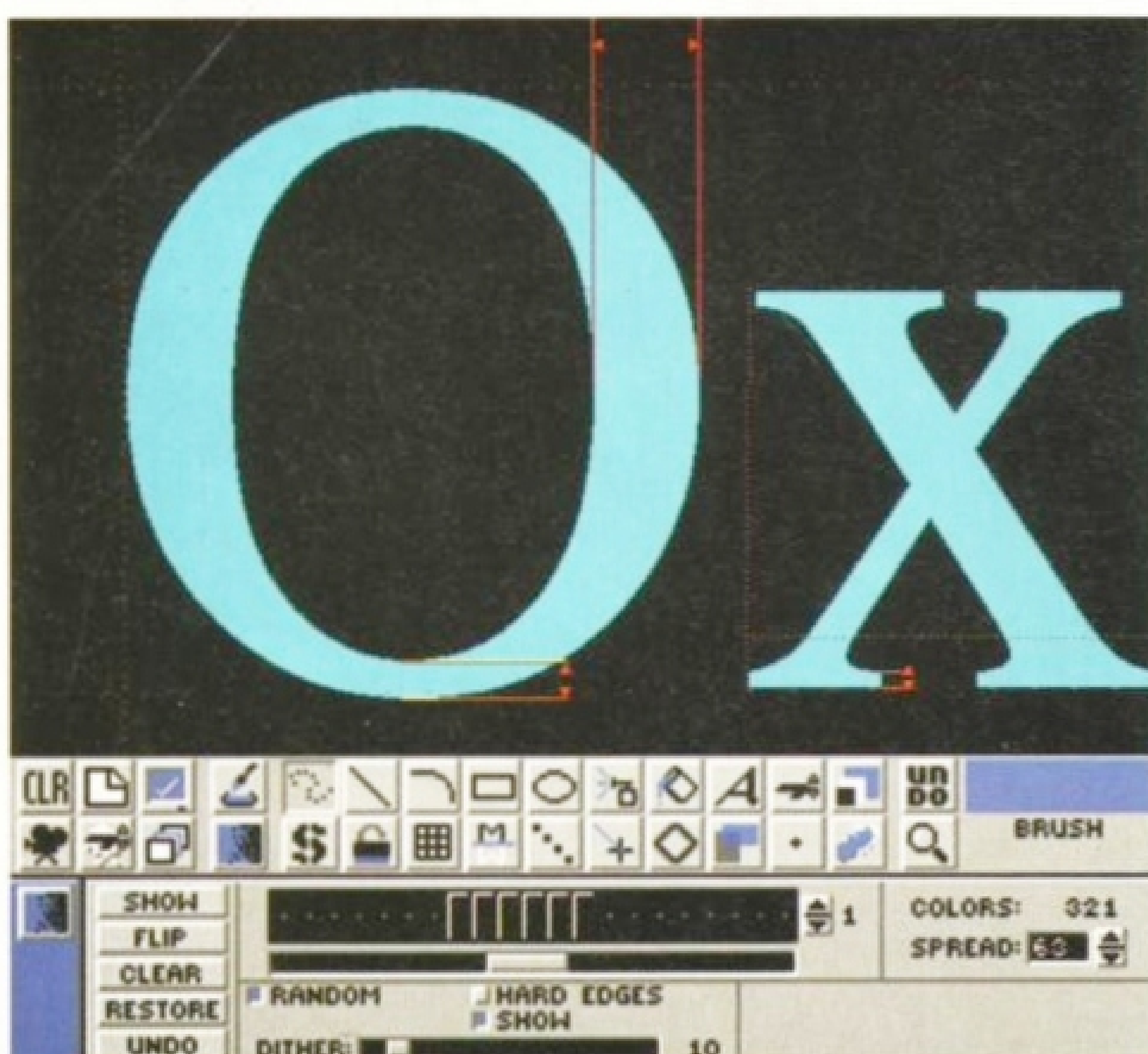
One idea that *Brilliance* borrowed from further afield was the ridiculous dongle that plugged into the mouse port. Now, don't get me wrong – I don't support piracy, but dongles do not deter pirates.

It is just as easy to hack out the code relating to a dongle as it is to remove code relating to any other sort of protection. Dongles only make it harder for responsible, genuine users. And what would happen if everyone had a dongle? Every piece of software would become incompatible, and multitasking machine or not, you'd spend half your time fiddling around with control ports, which are not the sturdiest part of the Amiga hardware, as many an A1200 owner will tell you.

There isn't really much new to merit a updated version number, but *Brilliance* is now more competitively priced, and worth considering for high-quality output.

On the animation side, I still feel that *DPaint* has more features – the lightable facility is essential if you intend to draw all the frames by hand, and *DPaint*'s brush morphing – although it generally produces terrible results – is at least a basis on which you can draw your own metamorphosing brushes. The tweening mode is useful, and although I won't argue that *DPaint* is better than *Brilliance* at this, it certainly isn't any worse.

The real boon of *Brilliance 2* is to be able to work in HAM modes at something approaching a reasonable speed.



Text handling is excellent. Although Kara colour fonts don't work terribly well, Compugraphic fonts display very well, especially when anti-aliased.

BRILLIANCE 2

DISTRIBUTOR
Meridian 081-543 3500

PRICE
£84.95

SYSTEM REQUIREMENTS
Requires a minimum of 1Mb.

SPEED ●●●●
Some routines, particularly the fills, are a bit on the yawnsome side

MANUAL ●●●●
Better than the usual standard. There is even a useful tutorial section.

ACCESSIBILITY ●●●
The lack of Amiganess (a different style of menus and requesters and the lack of a tool bar), don't ease the learning curve.

FEATURES ●●●
Apart from working in 24-bit depth, there are surprisingly less features than in *DPaint IV*

VALUE ●●●●
A bit of a bargain for professional software, but it could have more in it.

“Not much of an improvement on the original, apart from the loss of that damn dongle.”

81%

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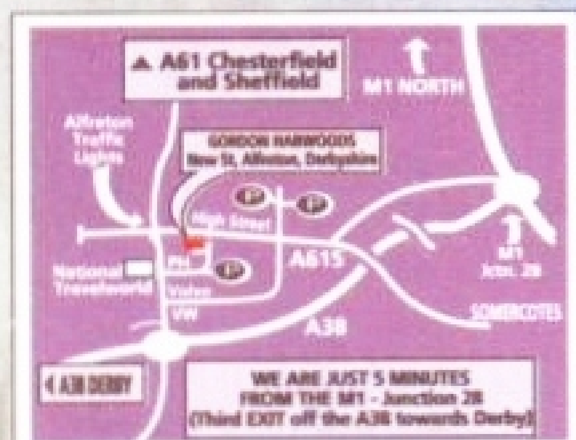


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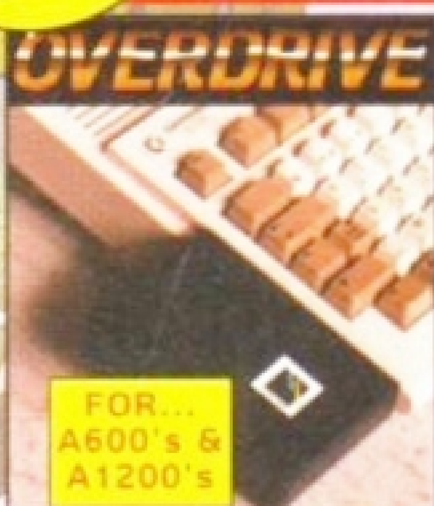
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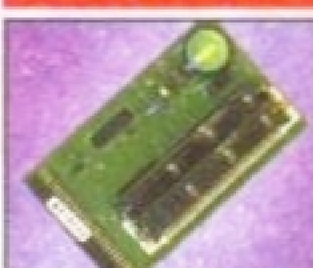
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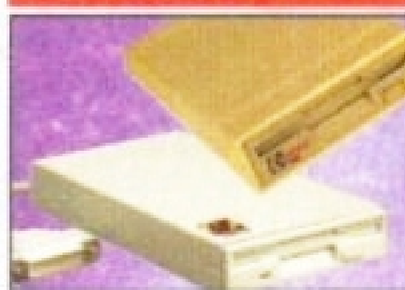
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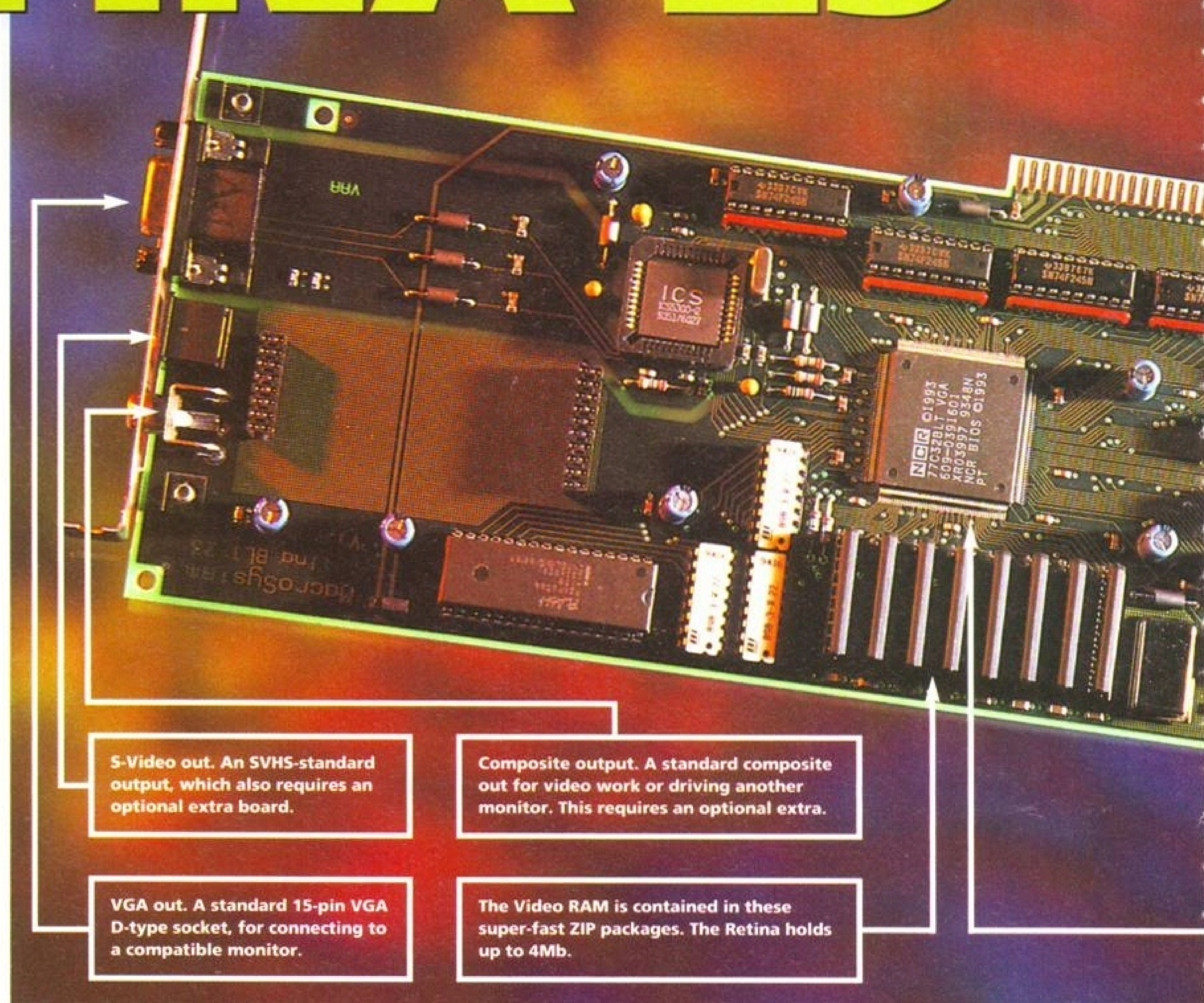
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RETINA Z3



The original Retina won awards, but do the ayes still have it with the new version? Nick Veitch interfaces.



The first ever cheap and useful 24-bit card for the Amiga was MacroSystem's Retina card. A simple design using industry standard chips did the business, and more importantly, did it at a price the less wealthy could afford.

Since then the market has been inundated with Picassos, Piccalos, Spectrums and all sorts. Now the consumer is faced with a difficult choice. But first of all, let's explain what the Retina is, and what it does.

The Retina Z3 is a Zorro III card, which means that it supports the multiplexed data bus found in the A3000 and A4000. Again, in English, it can take advantage of the faster peripheral interfaces to be found in the later big-box Amigas. This can make a difference in speed – quite a big difference.

The Retina consists of a Zorro III connector, a large quantity of Video RAM, a VGA driver chip and a custom blitter. The Retina's blitter is similar in purpose to the one inside the Amiga in that it moves blocks of data around very quickly – and in this case it's the graphics data contained inside the Video RAM.

The driver chip supplies a display through a VGA-standard 15-pin D-type socket, so you either need a VGA monitor, or a converter which enables your monitor to be driven by a standard VGA connector. The latest Commodore monitors and the Microvitec alternatives all have VGA-style connectors, so you should have no problem finding a suitable one.

But, realistically, the Retina is just a 24-bit display board. Its purpose in life is a relatively simple one – it displays pictures. But does the Retina card work? Yes, indeed it does, and if you had the time, you could probably count all the different colours on screen and come up with a huge total. And it also does the job if all you want to use it for is as a display driver to show your nice *Imagine* renders.



You too could create artwork like this, or maybe even something better...

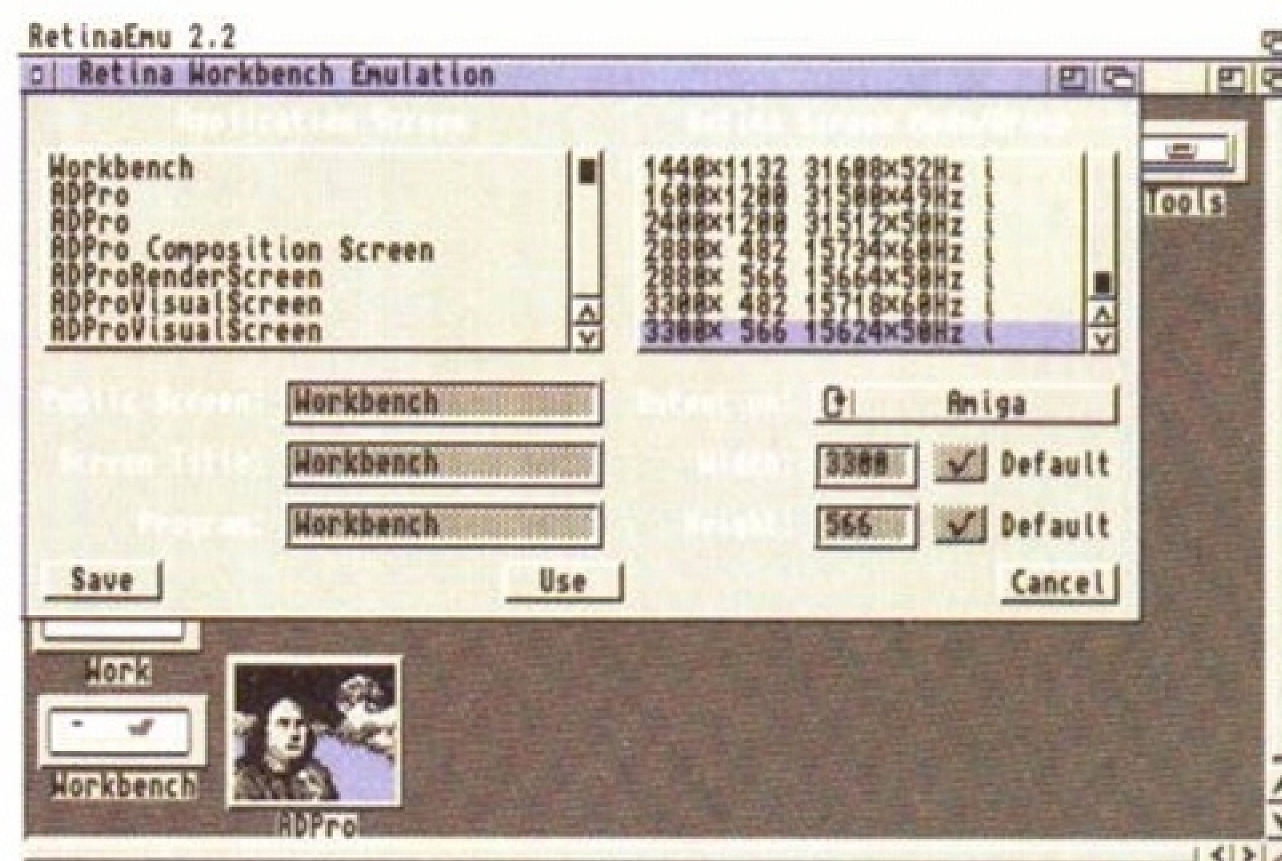
SUPPORTING CAST

A graphics card wouldn't be much use if it wasn't supported by software. Although it's not a strictly OS legal card – like the EGS graphics cards, which installs its screen modes into the display database – the Retina can intercept any software which tries to open an Amiga screen through the Operating System. The program can re-direct the screen to a Retina display, so any OS legal software also runs on the Retina.

The exception to this seems to be *DPaint*, which refuses to work properly at all. This is most likely to be due to the unpleasant programming practices of the EA coders.

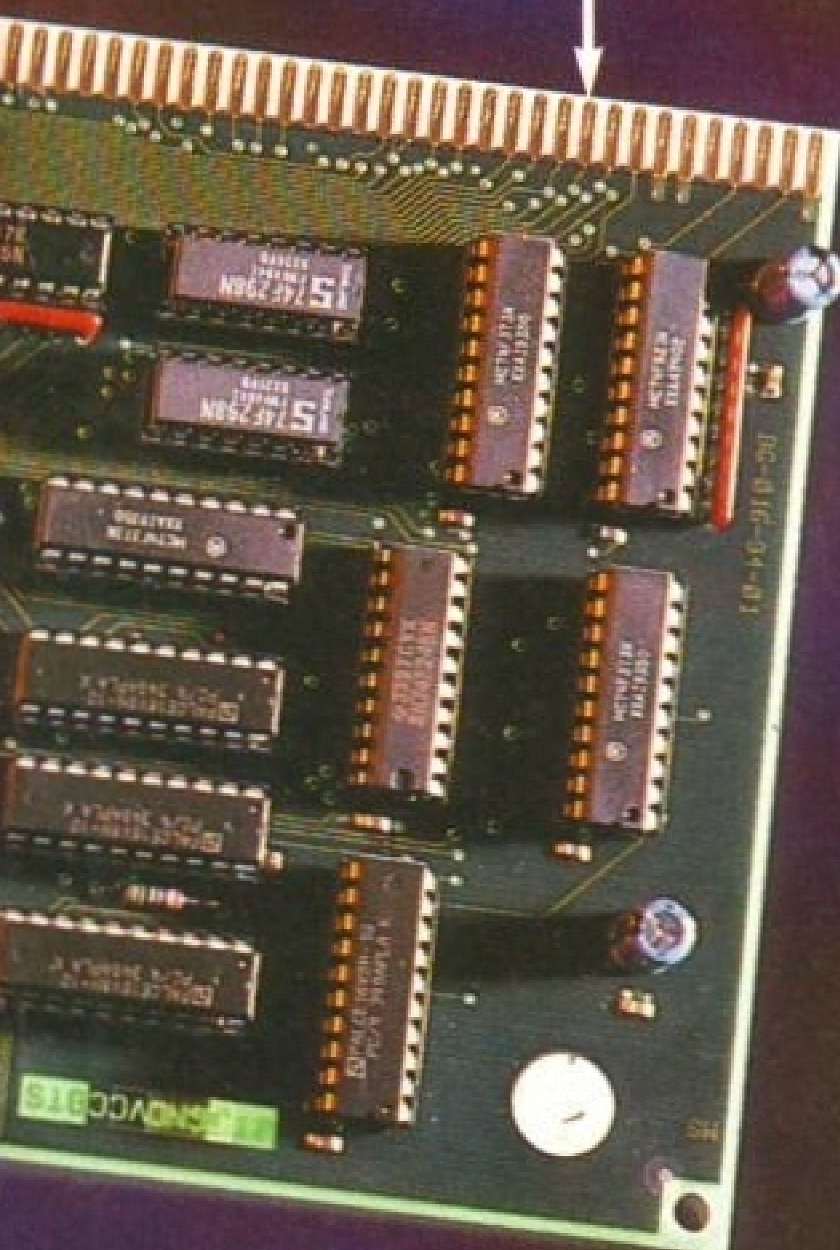
As well as being able to intercept other programs, Retina is directly supported by a range of Amiga software, such as *Real 3D* (where the Retina display can be used as a parallel render display), *Art Department Professional*, *ImageFX* and *Emplant*. With *Emplant* the Retina can be used to give the Macintosh emulator 24-bit support.

In addition, a Harlequin library is bundled, which allows the Retina to emulate the Harlequin graphics card. Although Retina can't emulate the broadcast quality output of Harlequin, it can run applications which have been designed for the Harlequin.



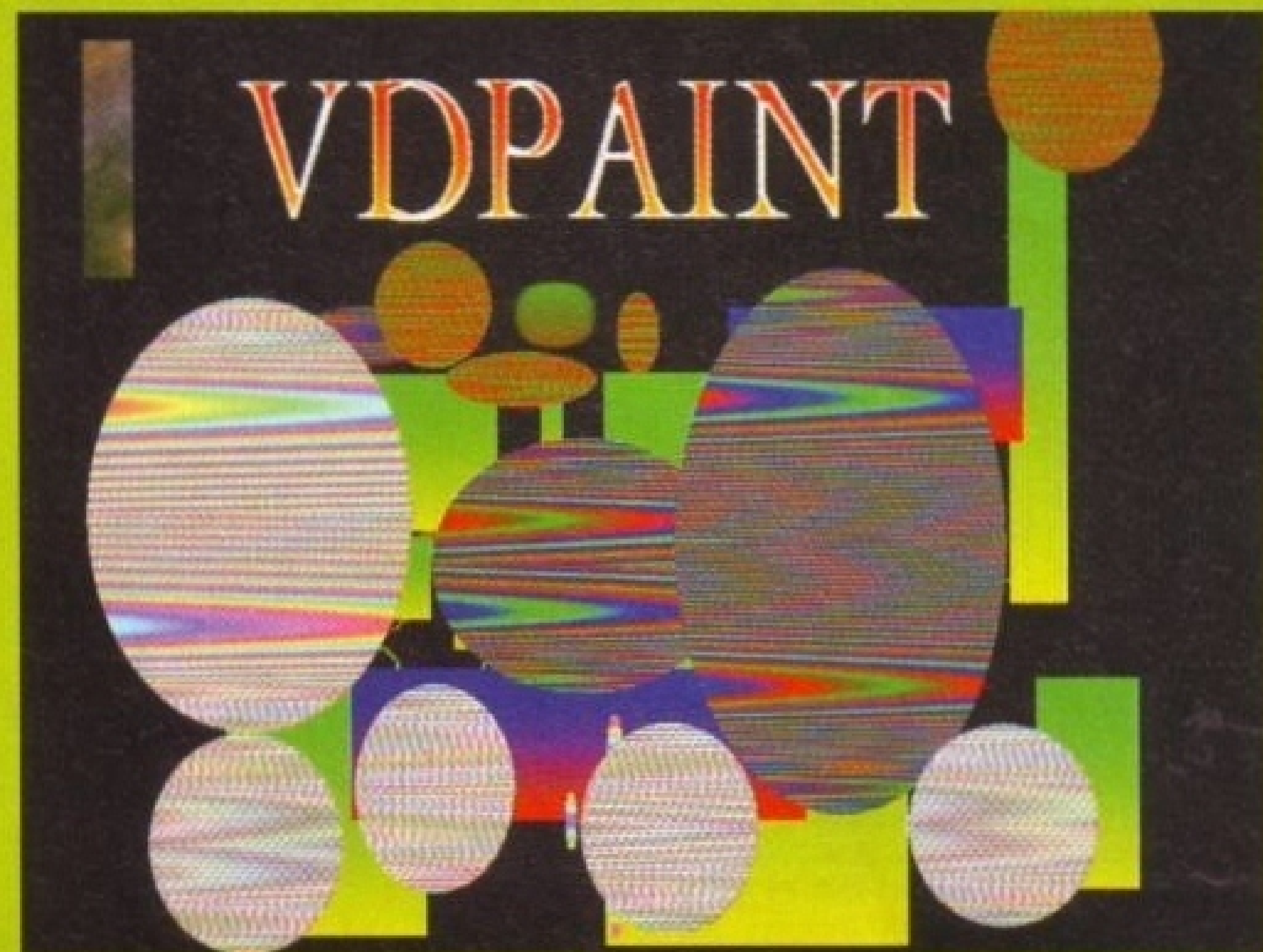
The emulation screen modes are chosen from here – make sure that you choose one appropriate to the application..

The Zorro II bus is multiplexed, and most of these connections alternate between Address and Data lines.



The Retina's blitter chip is responsible for its super-fast display updates.

NICE GRAPHICS, SHAME ABOUT THE NAME



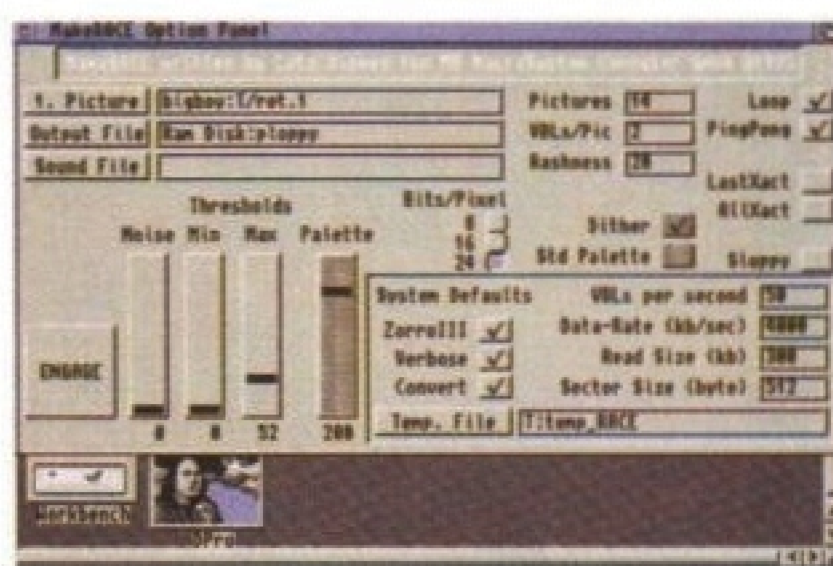
The unfortunately-christened *VDPaint is* a 24-bit paint package bundled with the Retina graphics card, which sort of borrows from the *TVPaint* program.

Although it has many of the same features as *TVPaint*, *VDPaint* is a little more difficult to learn how to use. It isn't quite as fast as *TVPaint* in many ways, but the results can be just as impressive.

This package has some expert airbrushing modes and also supports JPEG file formats directly, so it saves a lot of space on your hard drive too (if you have one, which I strongly recommend if you're going to use the Retina card.)

VDPaint – the name may be a bit suspect, but the results are good.

MakeRace generates a Retina-compatible animation from single frames.



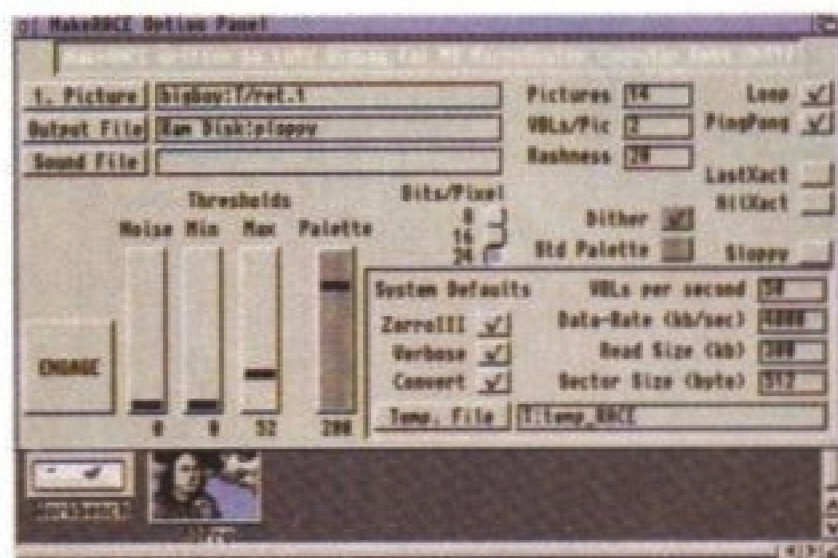
The new Zorro version of the Retina 24-bit graphics board could be an excellent choice for A3000 and A4000 owners.

There is a bit more though, because the Retina (and some other display cards) is really just a display enhancer. It not only displays in 24-bits, but can also display at higher resolutions. In fact, the Retina is capable of some very high resolutions, which won't be much use to you unless you have a jolly expensive multiscan monitor.

In effect the Retina can turn your Amiga into a low-cost workstation. This does rely on software authors to support larger screen displays, but for the most part they do. Even low-cost paint packages, such as *Personal Paint*, have automatic retargetable graphic support.

"If you had enough time, you could probably count all of the colours on screen and come up with an absolutely huge total."

In operation, the Retina is swift. Partly helped by the Zorro III interface and partly helped by its blitter, it can chop about a 24-bit screen as fast as a standard Amiga can deal with an 8-bit one. The software seems stable, the emulation is intelligent and overall there's not a great deal you can fault the Retina on. In fact, my only real problem with the board is the lack of a through connector for the standard Amiga display, which can be a pain unless you have two monitors. On the other hand, an optional board gives you S-Video and Composite outputs – very handy for video work, or driving an extra display. AF



Get the specs of your monitor correct – there is an outside chance that you could break it.

RETINA UTILITIES

No 24-bit card is complete without a host of utilities. Retina is no exception, and Z3 has updated versions of the tools that will be familiar to many a Retina user.

MakeRace is an animation program which can combine a series of single frames into an animation. The speed of the animation depends on where it is stored (fast hard drive, RAM or whatever) and how big it is.

It is important to work out these considerations beforehand, because you must specify the data transfer rate you are expecting to get. This depends, in part, on whether you have a Zorro III machine (A3000 or A4000).

Although *MakeRace* works, it isn't as polished as similar animation programs such as *Magic Lantern*. Having said that though, I haven't seen a similar utility bundled with any of the other cards currently flooding the market. You can also play back simultaneous audio

Another utility is *Ancos*. This is essentially a *FRED* replacement, for generating thumbnail animations and post-processing frames with *ADPro*.

RETINA Z3

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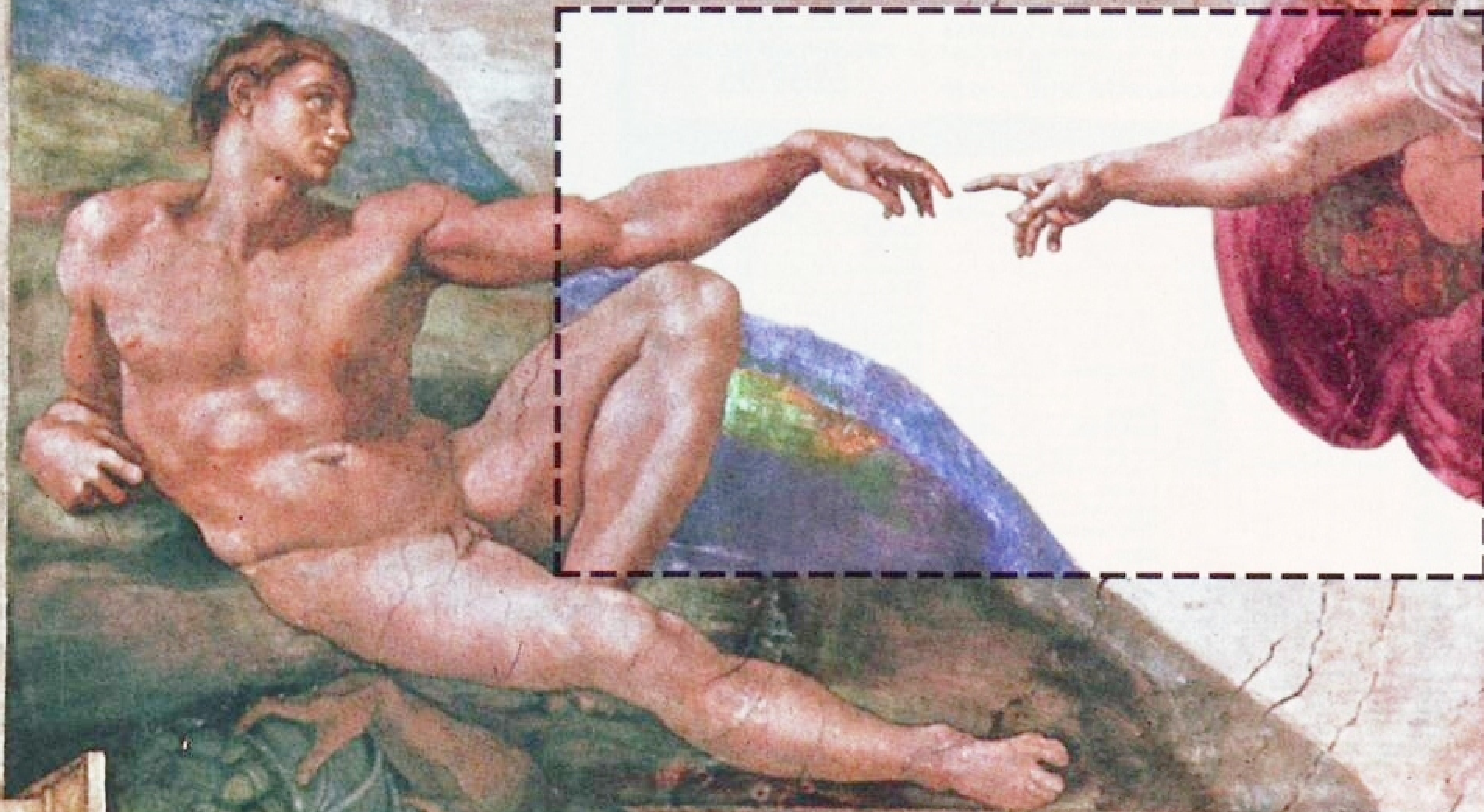
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MICROBOTICS SX-1

Tired of just playing games on your CD³²? Jason Holborn investigates a new expansion module that claims to transform a CD³² into a fully functional A1200.

The CD³² may not have achieved the same huge impact on the console market as either the Sega Mega Drive or the Super Nintendo, but it'll take Sega (and Nintendo) ages (ouch!) to get even close to the expansion capabilities of the CD³².

From the day the CD³² was launched, Commodore promised that an expansion module would be released to transform the machine into a fully-fledged home computer (complete with keyboard, disk drive and all the other paraphernalia which separates the Amiga from its console cousins). Enter the MicroBotics SX-1.

The SX-1 is a hardware module which effectively transforms the CD³² into an A1200. First impressions are not that good – it looks more like a shoe box than a state-of-the-art expansion module.

Considering the unit's high price tag, some concessions could surely have been made to the SX-1's casing. For starters, a more ergonomic design that fitted flush along the entire length of the CD³² would have been nice – as it is, the SX-1 stands out like a sore thumb.

Connecting the SX-1 to the CD³² is fairly straightforward. As it connects to the CD³²'s expansion port, the first thing you need to do is to remove the plastic backing plate from the CD³² which reveals the large expansion socket mating the CD³² and the SX-1 together.

Considering the SX-1's cumbersome design, it actually fits rather snugly, although the connection seems flimsy. MicroBotics have wisely provided a passthru connector which allows both the SX-1 and Commodore's FMV module to be connected to the CD³² simultaneously.

Once the SX-1 is connected, you need a number of other items before you can claim that your CD³² is a home computer in its own right. Commodore haven't yet released Workbench on CD-ROM (although rumour has it that Workbench 4.0 was going to be CD-ROM-based), so you need a disk drive to load Workbench.

Virtually all Amiga programs come on floppy disk too, so you'd be well advised to buy a disk drive when you order your SX-1 if you want it to be anything more than just a (not so) pretty shoe box.

The SX-1 provides a single 23-pin disk drive port which is identical to the floppy connector used by standard Amigas. So just about any Amiga floppy drive works with the SX-1 – look for the best deals when buying one (expect to pay around £50).

Possibly the most noticeable difference between the CD³² and the A1200 is the keyboard. Although – as many CD³² owners found – the CD³² already accepts an A4000 keyboard, the SX-1 offers its own keyboard connector which, surprisingly, isn't compatible with any Amiga keyboards.

Instead, the SX-1 requires a PC AT101-style keyboard which Indi Direct sell for around £46. Apart from the supply problems with Commodore keyboards at present, the SX-1 uses the AT keyboard simply because it's cheap – £46 as opposed to more than £80 for an Amiga keyboard. The colour of the AT101 keyboard used

Connecting the SX-1 to a CD³² transforms the CD³² into a fully-fledged computer with the same specification as a standard A1200. You can now word process, paint pictures, ray trace and even run our Coverdisks on your CD³²!

HARD HEARTED

If you want to use your CD³² as a serious home computer then you'll need a hard disk. Thankfully, MicroBotics have two hard disk connectors.

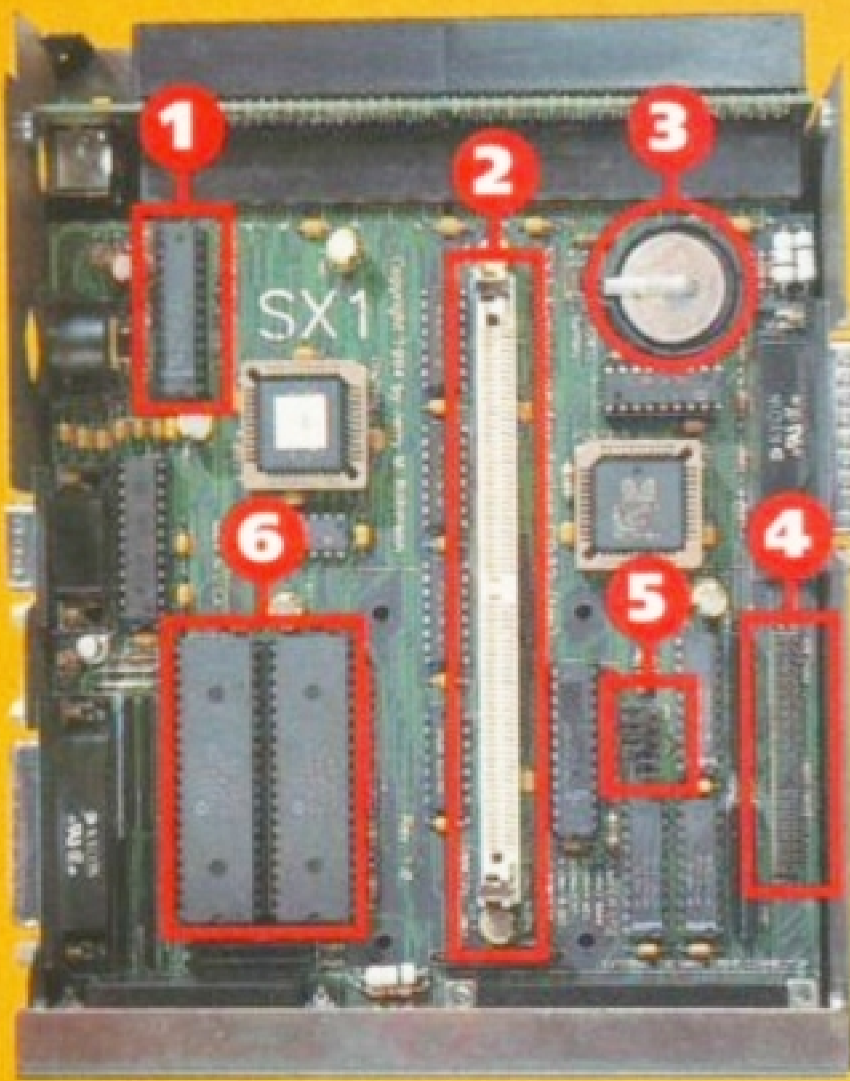
Like an A1200, inside the SX-1's casing you'll find a 44-pin 2mm internal IDE connector which enables you to install any 2.5-inch IDE hard drive inside the SX-1's casing. This takes its power from the SX-1 so once it's installed, you can forget it – the only clue that you'll get that there's even a hard drive inside your SX-1 is the familiar whirring sound as the drive spins.

MicroBotics have also included a 37-pin DB connector which can be used to connect pre-cased IDE hard drives. They claim that the main reason for this connector is to give CD³² owners and developers a quick and easy method of connecting interchangeable hard drives. You could, in theory, generate an MPEG 'movie' file on a more powerful Amiga and then play it back through a CD³² FMV module, using a removable hard drive cartridge to exchange data between the two machines.



This picture shows how the CD32's MPEG cartridge fits inside the SX-1.

WIN WIN WIN
BOOST YOUR CD COLLECTION ON PAGE 38!



INSIDE THE SX-1

Lurking inside the SX-1 are a number of additional expansion connectors which can only be accessed by opening the SX-1. Here's a run-down of what's on offer.

1 Keyboard Translator – This all-important chip allows the CD³² to use a PC AT101-type keyboard, rather than the more expensive Amiga keyboards used by the A4000.

2 SIMM Connector – If the CD³²'s 2 Mb of RAM isn't enough, the SX-1's SIMM socket provides the option of RAM expansion using a single 72-pin SIMM module. 1, 2 or 4Mb SIMM modules are supported.

3 Battery-Backed Clock – Built into the SX-1 is a real-time clock and a replaceable lithium cell battery which keeps the clock functioning even when your CD³² is switched off.

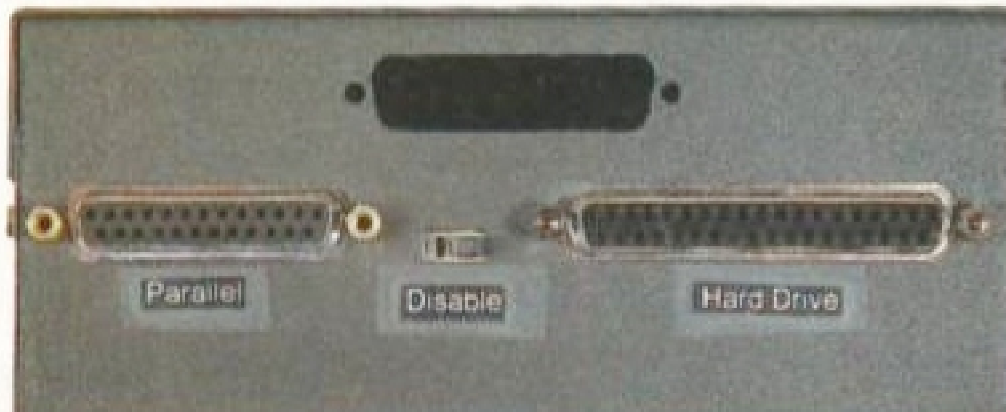
4 IDE Controller – Just like an A1200, the SX-1 provides a full IDE hard drive controller and socket for the connection of an internal 2.5-inch IDE hard drive. If you prefer, an external IDE hard drive can be connected to the SX-1 via its hard drive port.

5 Jumpers – This set of five jumpers controls various aspects of the SX-1's operation, including memory configuration (the SX-1 needs to know how many SIMM modules you've installed), and cold boot time.

6 Kickstart ROMs – To provide full compatibility with the A1200, even a pair of Kickstart chips can be found lurking inside the SX-1's casing.



Connect a disk drive, a modem, an audio source and even a keyboard. The SX-1 uses an AT101-style keyboard rather than the standard A4000 unit.



Apparently, the SX-1's external hard drive connector allows removable hard drives to be connected to the CD³².



If you're tired of the blurry composite or RF TV output from your CD³² then the SX-1's RGB connector will be a real bonus.

for review purposes didn't match the paintwork of the CD³², but black keyboards should be available now.

I'm not sure about the feel of the AT keyboard, however – having grown used to Amiga keyboards, the SX-1's keyboard feels stodgy. The lack of Amiga 'A' keys is a problem too (only Amiga keyboards have these special keys), so you may have difficulty when using Amiga applications that require keyboard shortcuts.

Although a disk drive and a keyboard is all that you need to get your pseudo-Amiga fired up, the SX-1's expansion capabilities don't stop here. A quick scan around the SX-1's casing reveals a serial connector (although it's an IBM DB9 connector rather than the more usual DB25 plug used by the Amiga) and a parallel connector.

The parallel port is normally used to connect a printer to your CD³², but you could use it to link anything from a sound sampler, a video digitiser or even a *ParNet* cable (enabling you to connect your CD³² to another Amiga).

One of the most welcome additions is the SX-1's RGB port which is identical to the video port on the A1200. Until now, the video output from the CD³² was limited – unless you owned an S-VHS television, the only way of getting a video signal from your CD³² was through the blurry composite or RF outputs.

> **"The SX-1 opens up a whole new universe of uses for your machine."**

Connect an RGB video monitor to the SX-1's RGB port, however, and the difference in picture quality is astounding. So much so, in fact, that you'll never want to view a CD³² on a television ever again!

In use, the SX-1 makes the CD³² behave almost identically to a A1200. If you switch on with no disk in either the floppy drive connected to the SX-1 unit or a CD in the CD³²'s own drive, you still get the familiar fanfare and colourful CD³² logo. Insert a bootable disk into the floppy drive, however, and the CD³² starts to boot from floppy.

Because the CD³² is effectively an A1200, it happily boots up Workbench 3.0 and runs nearly any program that runs on a real A1200. We tested some 'serious' programs, including *Brilliance*, *Protext* and a few *Amiga Format* Coverdisks, and all worked without any major hiccups.

The only gripe I have about the SX-1 is its price. Although it costs £200, you need to spend around £100 more to get a useable system, which is nearly the same price as an A1200. Buying an A1200 seems more logical, but remember that it too needs a monitor or TV. And two machines take up a lot more desk space than one.

The SX-1 has been a long time coming but it's been well worth the wait. Although the case design is somewhat disappointing, the build quality and flexibility of the SX-1 are second to none. If you want to use your CD³² for more than just playing games, then the SX-1 opens up a whole new universe of uses for your machine. It's highly recommended.

MICROBOTICS SX-1

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PRICE
£199.95 (SX-1), £45.99 (Keyboard), £48.99 (Disk Drive)

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MANUAL ●●●●
The SX-1's manual is well written and easy to follow.

ACCESSIBILITY ●●●●●
Plug it in and you're away – the SX-1 really is that simple to set up!

FEATURES ●●●●●
MicroBotics have managed to include everything but the kitchen sink!

VALUE ●●●
The price is bit of a disappointment, but you do get a lot for your money.

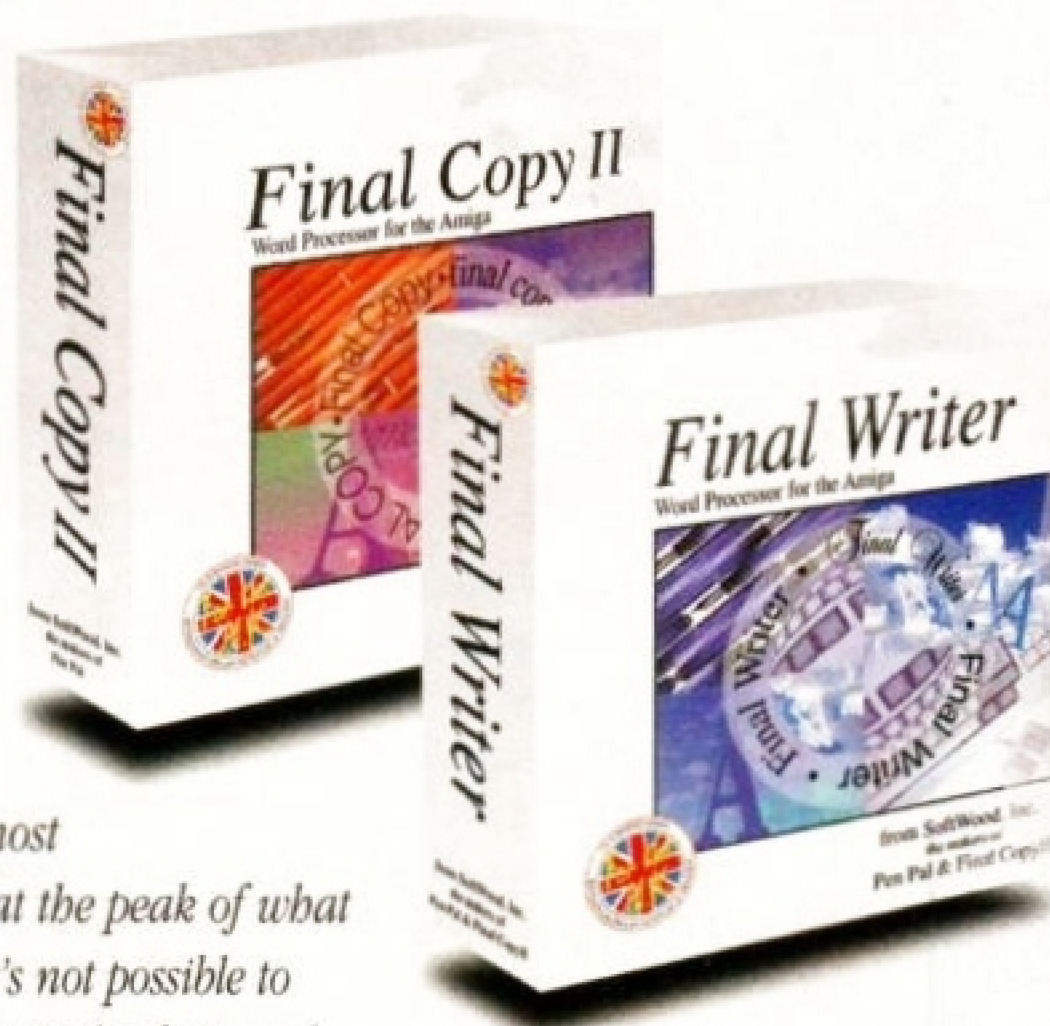
"The SX-1 will push the capabilities of your CD³² further than you could have ever imagined!"

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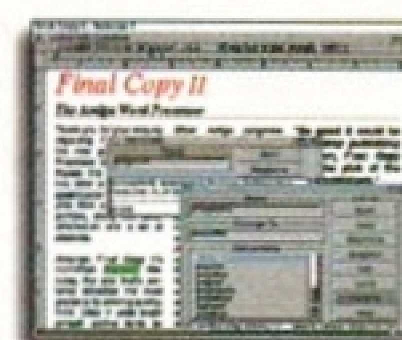
When your software repeatedly wins the highest accolades in reviews worldwide, what do you do? Work even harder to stay ahead of course! New Final Writer Release 2 is the latest result of our intensive development - it's even easier to use, and even more powerful. It's the best there is, and it's designed for those who expect the most from their Amigas. But, if you don't have a hard drive system, don't despair, we can still help. At SoftWood we offer you a choice of two Word Processor/Page Publishing packages. But why TWO? Well, this means that whatever specification Amiga you have, SoftWood have the perfect solution for your requirements - and always the most powerful possible for your system. Final Copy II is at the peak of what can be achieved when running with twin floppies, it's not possible to offer more without losing performance. Final Writer is the first and only hard drive compulsory Amiga word processor; the only package that doesn't make compromises to be floppy compatible!

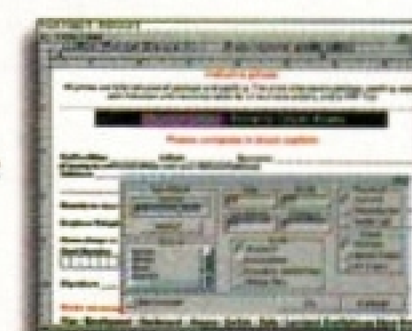




Final Copy II Release 2

Our word processors go beyond simply producing normal letters and documents, at which they naturally excel, and progress into a world where "how the whole document looks" is just as important as "what it says". Admittedly, this can be achieved with Desk Top Publishers - but they're not so easily used as word processors, especially when a good looking letter needs creating quickly - they're far too cumbersome. *Final Copy II* offers the perfect balance between the two requirements... Ease and speed of use, with total control over the perfect printed presentation.





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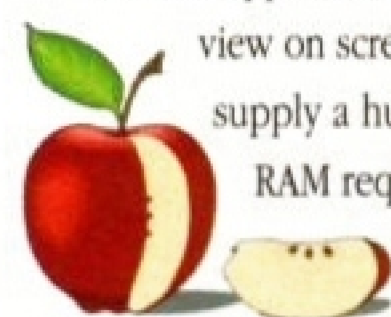
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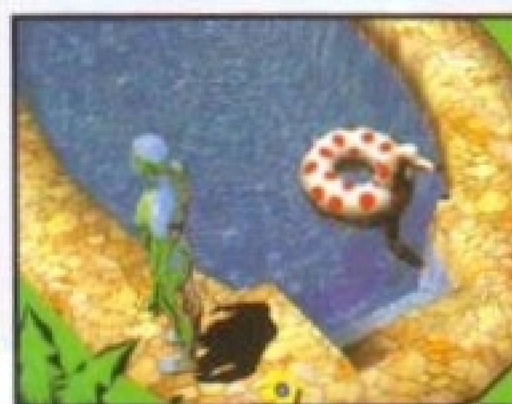
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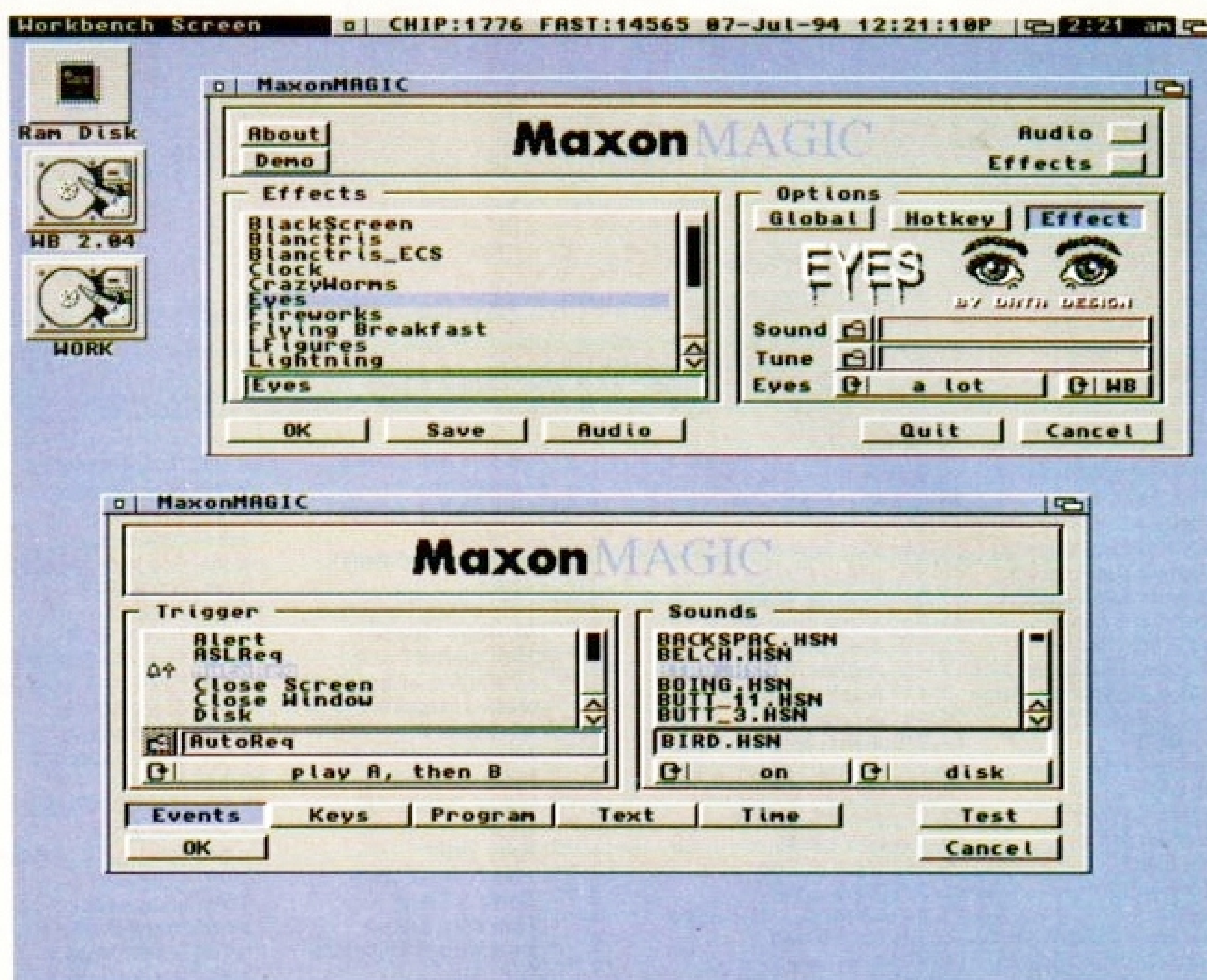
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Is HiSoft's new *Maxon Magic* really the most useful program of all time? They seem to think so. Jason Holborn puts it to the test.



The *Maxon Magic* menu provides full control over the program's screen blankers and audio facilities.

MAXON MAGIC

Very few companies would have the guts to advertise its latest product as 'the loudest, most colourful, yet most useful program of all time', but that's exactly what HiSoft have done with *Maxon Magic*. But this so-called 'all singing, all dancing' product is nothing more than a screen blanker – do HiSoft really believe that it's more useful than any other program available for the Amiga?

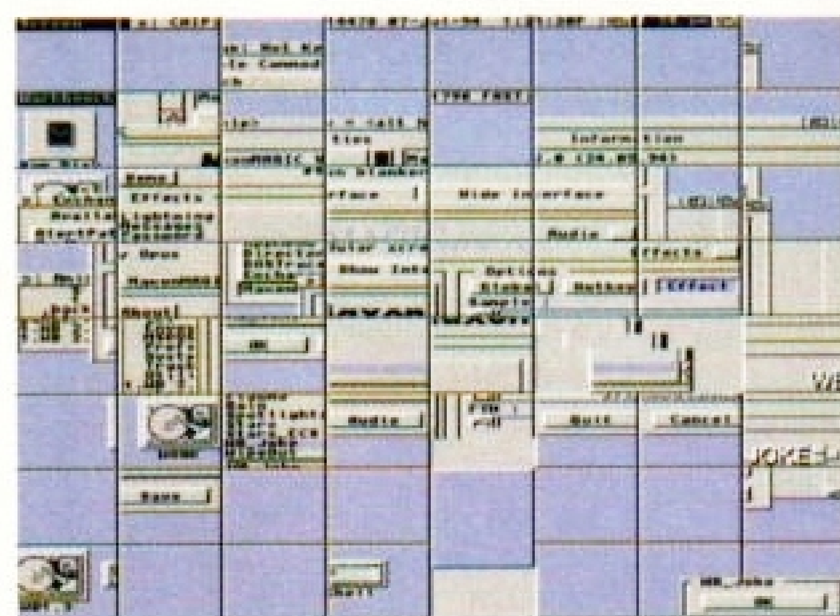
Fanatical advertising copy aside, *Maxon Magic* isn't actually that bad. Like the popular *After Dark* utility on the Mac and PC, *Maxon Magic* is a modular screen blanker – that is, extra screen blanking effects can be added to the program by copying the new blanker into the appropriate drawer on your boot disk. Before you can use *Maxon*, however, you need to install it. This is handled automatically by Commodore's own *Installer* utility, which transfers all the appropriate files on to either your hard disk or Workbench disk. Once installed, all you have to do is to reboot and *Maxon Magic* runs automatically.

Once *Maxon Magic* is up and running, pressing Shift F1 brings up the program's front-end menu. Now you can choose which screen blanker you wish to use from the massive range of blanking effects on offer. All the clichéd screen blankers are there (including star fields, worms, fireworks), plus a few original blankers.

Maxon Magic is more than just a screen blanker, however. Another feature of the program is its powerful audio control panel which allows you to assign sampled sounds to system events, something that has been entertaining Mac users for years.

Maxon Magic comes with a wide range of high-quality samples which can be assigned to just about any system event you could imagine – disk insertion/ejection, windows or screens opening and closing, the system 'beep' function and even specific keys on your Amiga's keyboard. Samples can be assigned to the system clock too – imagine being able to play a sample saying 'It's dinner time!' at 1pm.

HiSoft are going too far by portraying *Maxon Magic* as the most useful program ever to appear on the Amiga, but it's fun anyway. Although there are plenty of PD utilities that offer much the same facilities as *Maxon Magic*, none are as polished or as professional as this. If you want to add a bit of character to your Amiga and prevent monitor burn-in too, get your hands on a copy. Highly recommended.



Most of *Maxon Magic*'s screen blankers are highly original. This one, for example, turns your Amiga into a sliding puzzle.

WHAT IS A SCREEN BLANKER?

A screen blanker prevents what the techies call 'burn-in' – that is, permanent damage caused to the surface of a monitor by displaying the same image for long periods of time. You can often see the effects of monitor 'burn-in' on such things as old cash registers and security cameras. If, for example, the same string of text is displayed on a monitor, a ghosted image of the text stays on the screen even when the image on the monitor changes. Screen blankers work by monitoring keyboard and mouse activity and when you haven't used either for a while, the screen is blanked until you start working again.

MAXON MAGIC

DISTRIBUTOR
HiSoft 0525 718181

PRICE
£29.95

PERFORMANCE ●●●●
Thanks to *Maxon*'s modular design, the program can be fine-tuned to suit your own requirements.

MANUAL ●●●
HiSoft manuals are always very good and the *Maxon Magic* manual is no exception to the rule.

ACCESSIBILITY ●●●●
Maxon Magic is a well designed and logical program to use.

FEATURES ●●
This is definitely the best screen blanker ever to grace the Amiga.

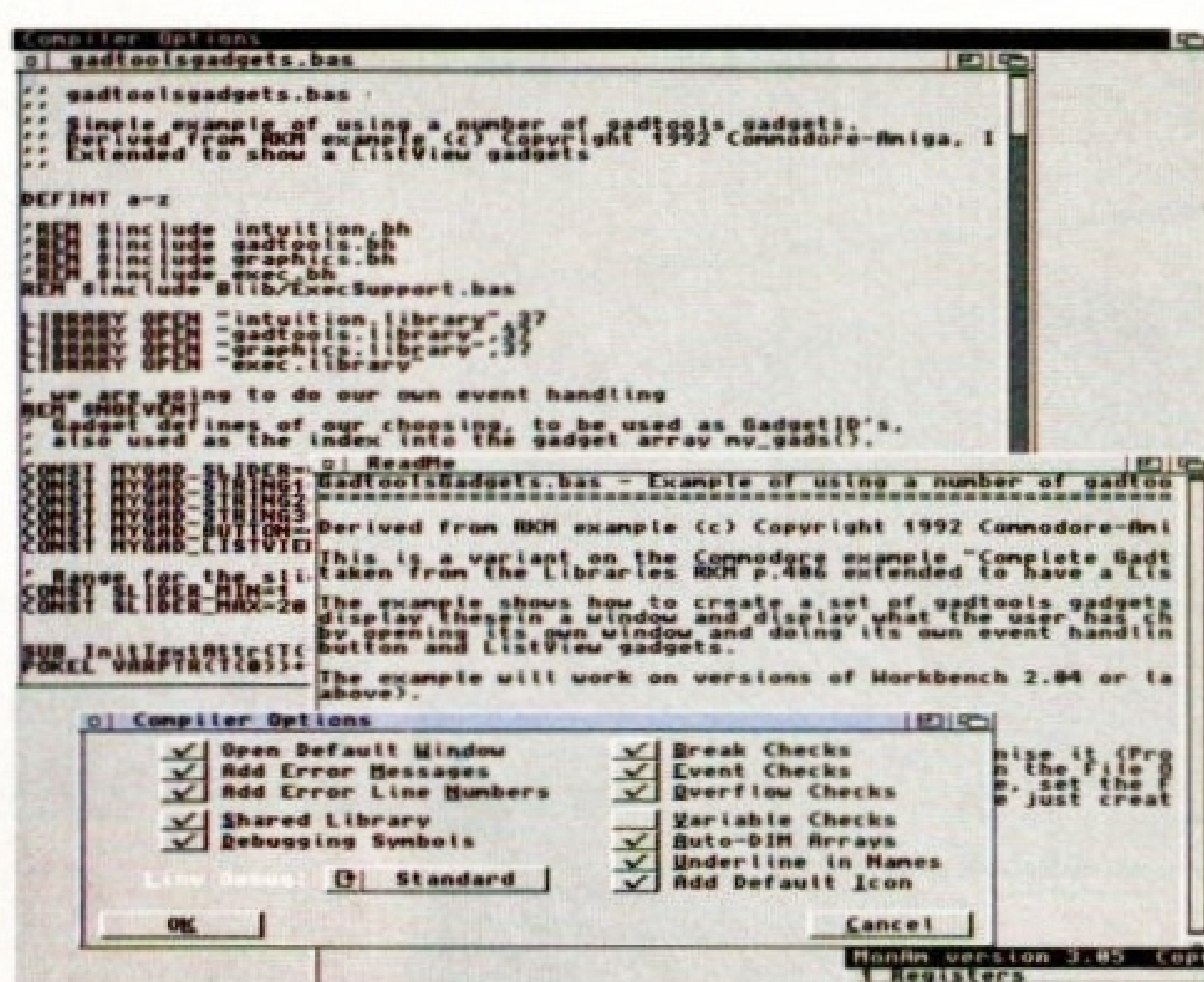
VALUE ●●●
£30 may seem like a lot of money for a screen blanker, but you get what you pay for!

"If you want to add character to your Amiga then Maxon Magic is for you."

80%

HISOFT BASIC 2

It's taken six years to arrive, but finally *HiSoft BASIC* version 2 is here. Jason Holborn ponders whether it was worth the wait...



HiSoft certainly aren't the sort of company that rush out upgrades – *HiSoft BASIC* was originally released way back in 1988 and it's only now been updated. And because of the advancements in the Amiga Operating System and chip sets, *HiSoft BASIC* hasn't really been a viable choice for at least the last four years, especially when compared to the likes of *Blitz Basic 2* and *AMOS*.

To their credit, HiSoft have gone to great lengths to transform virtually every aspect of this latest release. The most immediately noticeable change is the editor which is similar to those used by HiSoft's other programming systems, *Devpac 3* and *HiSoft Pascal*.

Just like those products, the new editor provides a far more integrated development environment – you can now edit your source code, compile, run and debug it using a specially adapted version of HiSoft's *MonAm* debugger without having to leave the comfort of the editor.

The new editor is a vast improvement over the original – you can now edit multiple source files and even cut and paste blocks of code between them. All the usual editing functions are there in abundance, but they're more accessible thanks to the Workbench 2.0-compliant user interface. Even on 1.3-based Amigas, you get those beautifully-bevelled gadgets.

Fancy gadgets aside, the most important feature of any programming language is its instruction set. Surprisingly, HiSoft have retained full compatibility with Commodore's now defunct *AmigaBASIC* interpreter and the language it was based on, *MicroSoft QuickBasic*.

Some concessions have been made to the AGA chip set, however – the Screen command, for example, can open an *Intuition* screen with up to eight bitplanes (256 colours) and the Palette command offers full 24-bit resolution.

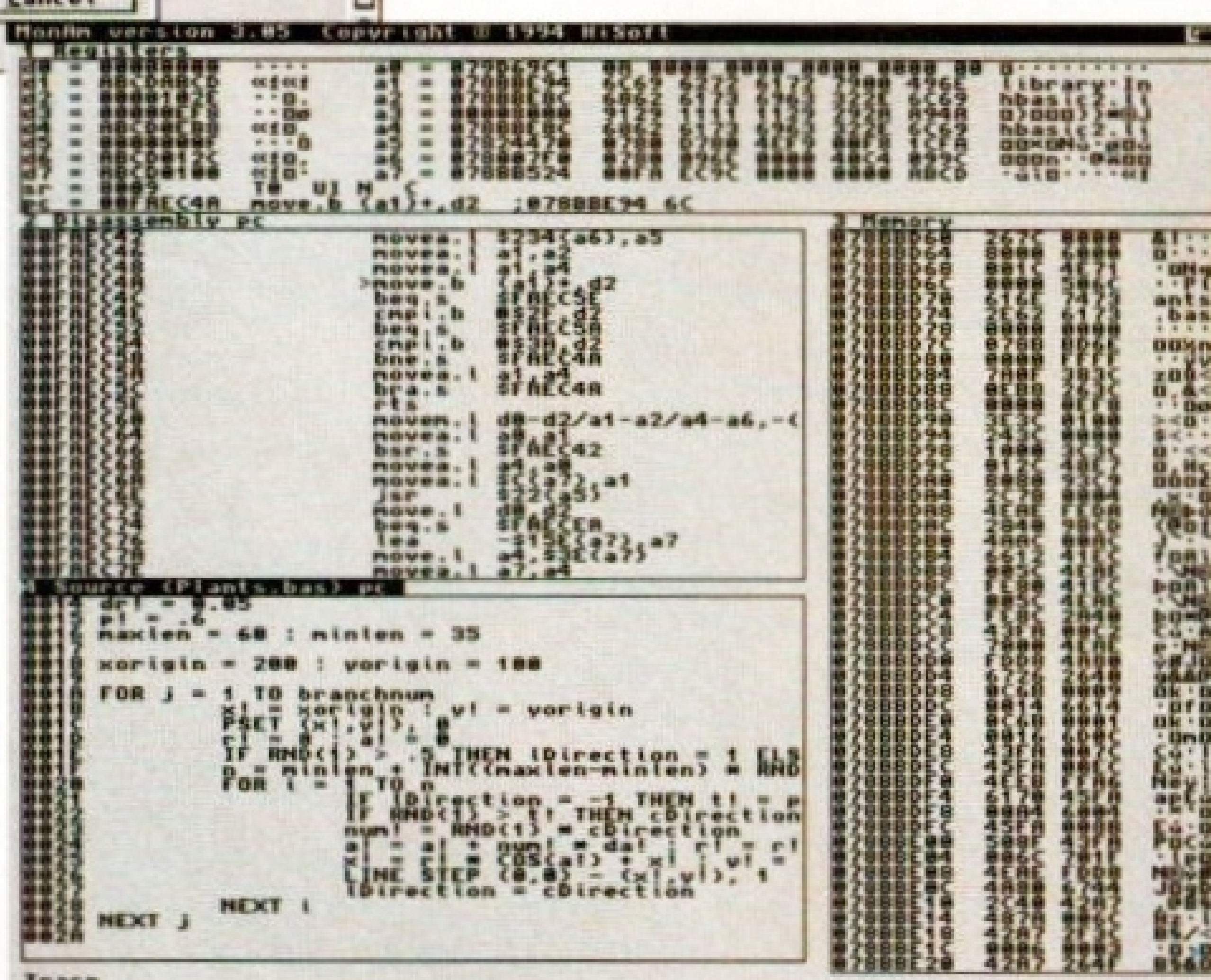
Reading the back of the *HiSoft BASIC* box gives the impression that HiSoft have built full support for Workbench 2.0, 3.0 and even 3.1 into the language.

The truth is somewhat different. Although *HiSoft BASIC 2* offers access to the full range of facilities provided by newer releases of the Operating System (such as datatypes and GadTools), you need a full understanding of the Amiga ROM Kernel to access them.

All *HiSoft BASIC 2* does is to provide an interface between the user and the Operating System. No doubt experienced Operating System programmers will find this a familiar way of working, but anyone used to the gentle approach of *Blitz* and *AMOS* will feel totally out of their depth. *C* and *Assembler* programmers expect this hassle, but the whole point of *BASIC* is that it shields you from this sort of thing.

A *BASIC* language should provide a subset of commands that take away all the drudgery that professional coders have to contend with. If you want to create a button gadget, for example, you should expect to be able to enter a single command that does it all. HiSoft's approach blurs the product's target market – amateurs will find it too complicated and professionals will turn their noses up at it simply because it's *BASIC*. Either way, HiSoft lose out.

HiSoft BASIC 2 enables you to edit, compile, run and debug your *BASIC* programs without ever having to leave the editor.



If a *BASIC* program isn't running quite as it should be, you can debug it with a special *BASIC*-orientated version of HiSoft's *MonAM* debugger.

This is even more apparent when you compare it to competitors such as *Blitz Basic 2*. Although the two are theoretically aimed at different markets, there's no avoiding the fact that comparisons will be made. OK, so *Blitz* may not offer such comprehensive support for the OS routines, but who really cares? What does matter is that *Blitz*'s *Intuition* support is more than good enough for most people.

HiSoft BASIC 2 was so long coming that you'd expect great things from it. Unfortunately, it doesn't deliver. The Amiga really needs a *BASIC* language that is both fast and offers full support for *Intuition*, but *HiSoft BASIC 2* isn't it.

Code performance is reasonably good but it's just not accessible enough – if you think you're going to start producing applications that make full use of *Intuition* with *HiSoft BASIC 2*, you're in for something of a shock. Unless you know the OS routines inside out, be prepared to bury yourself in the ROM Kernel manuals for a very, very long time...

HISOFT BASIC 2

DISTRIBUTOR
HiSoft 0525 718181

PRICE
£79.95 (£39.95 to upgrade from *HiSoft BASIC*)

SPEED ●●●
Code performance is very good indeed, although *Intuition* handling is sometimes a tad slow.

MANUAL ●●●●
Like all the HiSoft products, the manual is extremely well written and is easy to understand.

ACCESSIBILITY ●●
Unless you're writing the simplest of programs, you'll find *HiSoft BASIC* programming very heavy going.

FEATURES ●●●
More commands should have been built into the language rather than relying on the OS.

VALUE ●●●
Fairly expensive when compared to the competition – *Blitz* is £20 cheaper!

"HiSoft BASIC 2 is a missed opportunity. Don't expect to master it unless you know the Amiga's OS inside out!"

62%

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OCTOBER '92

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LAA 5262	2Mb RAM Module	£85.00
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Amiga driver @ 400dpi available	YES	-	-	-	-
Print speed	6ppm	6ppm	4ppm	4ppm	6ppm
Straight paper path for all media	YES	-	-	-	-
PCL 5 printer command language	YES	YES	YES	YES	-
Resolution improvement/enhancement	YES	YES	YES	YES	-
Standard RAM	2Mb	1Mb	1Mb	1Mb	0.5Mb
Full A4 page graphics @ 300dpi with standard RAM	YES	YES	YES	-	-
Full A4 page text @ 400dpi with standard RAM	YES	-	-	-	-
Warm up time	<45 secs	<90 secs	<34 secs	<15 secs	<35 secs
First page of text output	<15 secs	<20 secs	<34 secs	<34 secs	<19 secs
Layout document description language included	YES	-	-	-	-
Flash ROM	YES	-	-	-	-
Flash ROM upgradeable firmware	YES	-	-	-	-
PCMCIA card slot	YES	-	-	-	-
Scaleable resident fonts - in HP LJ III emulation	8	13	26	8	-
Resident bit-mapped fonts	14	18	-	7	7
AGFA Intellifont scaleable font technology	YES	-	YES	YES	-
HP LaserJet III emulation included	YES	YES	YES	YES	-
EPSON FX emulation included	YES	YES	-	-	YES
IBM ProPrinter emulation included	YES	YES	-	-	-
Standard tray capacity	100	150	100	100	150
Cost per copy**	1.65p	1.80p	2.40p	2.10p	1.95p
Min-max paper weight in gsm	60-157	60-105	60-105	64-105	60-157
Able to print on OHP film	YES	YES	YES	YES	YES
Able to print on 157gsm card (manual feed)	YES	-	-	-	YES
Printing - noise level	<48dB(A)	<50dB(A)	<48dB(A)	<46dB(A)	<45dB
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A500 HARD DISKS

Reference

All the features ...without the price

- SCSI HARD DISK MECHANISMS for *optimum performance*, fast Access Time & Autoparking
- Includes SCSI THROUGHPORT at rear for further expansion
- COOL.... by popular demand, we have fitted a Cooling Fan!
- GAME SWITCH allows Games to be loaded without disconnection
- High quality metal casing, colour and style matched to the Amiga 500
- Option for up to 4MB additional easy RAM EXPANSION, using 'SIMMS'
- Compatible with Reference Add-On Hard Drive and Reference RAM unit
- Includes its own DEDICATED PSU. CBM recommends against use of Hard Disks without independent power supply.
- Includes 'HD Setup 3' (external SCSI low level format and partition utility) and 'MRBACKUP PRO' (backup utility)

40Mb model £219.99 | **100Mb model £249.99**

2Mb RAM Version: ADD £94
4Mb RAM Version: ADD £188

AMIGA FORMAT Verdict 84%
"Very attractive indeed – you get a good deal for a decent drive." March 1993

A500 8Mb RAM UNIT

Reference

Incorporating the latest 'ZIP' DRAM technology, our External Memory Upgrade allows the A500 / A500+ to be upgraded by up to a further 8Mb of auto-configuring FASTRAM.

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- RAM test/run switch
- Uses 1Mb 4-bit ZIPS
- Style matched to the A500
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- Throughport for further expansion
- Optional PSU (allows Amiga to power other devices)
- Available fitted with 2Mb, 4Mb, or fully populated with 8Mb
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PARTIALLY POPULATED UNITS EXPAND TO 8MB WITH 2MB MODULES, AT ONLY £59.95 PER 2MB • OPTIONAL POWER SUPPLY £14.95

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- On-board real time clock
- Includes RAM on/off switch

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With 1.5Mb FASTRAM installed **ONLY £73.99**

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N.B.: The expansion board requires Kickstart 1.3 to operate - Kickstart 1.3 upgrade available from us for £29.95

MEGABOARD

CONNECTS TO YOUR 512K RAM UPGRADE TO GIVE 1.5MB

With our MEGABOARD, you can further expand your A500's memory to *a total of 2MB* without disposing of your existing 512K upgrade (must be 4 x RAM-chip type, or not exceeding 9cm in length).

ONLY £47.99

MEGABOARD needs Kickstart 1.3 to operate (Kickstart 1.3 upgrade available from us for £29.95). Installation requires connection to the GARY chip. Easy to follow instructions provided.

A500+ 1Mb UPGRADE

THE FASTEST AND EASIEST WAY TO UPGRADE YOUR A500+ TO 2MB RAM!

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ONLY £14.99

Kickstart 1.3 ROM supplied separately	only £29.95
Kickstart 2.0 ROM supplied separately	only £39.95
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BLIZZARD A1230-II

AMIGA GOLD FORMAT

A4000 owners watch out! – Harwood's new Blizzard A1230-II accelerator promises to run rings around even the big box Amigas. Jason Holborn takes it for a test drive.

Check out that performance! According to *SysInfo*, the Blizzard card makes an A1200 run seven times faster, making it twice as fast as an A4000/30. Now that's fast!

Getting your hands on a seriously fast Amiga can be a real eye opener. You may think that the A1200's 68020 processor is a rapid little fellow and indeed it is when compared to the A500. But if you sit down in front of an A4000/030 or an 040 the A1200's performance is put into perspective.

However, you don't have to put up with your A1200 playing second fiddle to an A4000. If you fit an accelerator to the trapdoor expansion you can transform the A1200 into a machine that not only kicks sand in an A4000's face, but buries it.

Gordon Harwood's new Blizzard A1230-II card is a good example. It's available in either a 40MHz version with no Memory Management Unit, or a 50MHz version and all the bells and whistles you'd expect from a top of the range 68030. The board reviewed here is the 50MHz version and boy does it shift! On average, it boosted the performance of the A1200 by 700 per cent making it almost 16 times faster than an A600 and twice the speed of an A4000/030.

Virtually all the programs we tested were boosted considerably by the presence of the Blizzard card – *ProPage* redraws were lightning fast, *Imagine* renderings were completed in minutes rather than hours and even the odd game or two (3D games mainly) were enhanced beyond belief.

If you take advantage of the MAP ROM feature (which copies Kickstart into the board's 32-bit Fast RAM), even operating system functions such as *Intuition* redraws are speeded up considerably. All this eats RAM (512K of it, to be precise), so it's best to switch it off unless you have masses of RAM to spare.

The Blizzard comes as standard with no expansion RAM, so the first thing you should do is to buy yourself some fast RAM. Like most A1200 expansions, the board uses standard 72-pin SIMM modules which are available in a variety of different sizes. A 4Mb SIMM should set you back around £150.

This puts up the price quite a bit (the 50MHz board with 4Mb of RAM ends up costing you £480!) but there's no way you can escape this extra cost – using the board without expansion RAM is like driving a Ferrari F40 in first gear.

The Blizzard card can handle two SIMM modules so you could theoretically expand your A1200 to a maximum of 64Mb of RAM using the new (and very, very expensive) 32Mb SIMM modules. But most people will probably get along fine with the more usual 4Mb SIMMs which allows up to 8Mb of RAM to be fitted to your A1200.

The Blizzard card's expansion capabilities don't stop here – there are two empty slots (one PGA and one PLCC) for fitting either a 68881 or 68882 maths co-processor rated up to 50MHz. This makes the Blizzard board run considerably faster when it's used with software written to take advantage of it – such as the floating point version of *Imagine*. Harwood's also have plans for a SCSI-II hard disk controller and there's talk of other add-ons such as MPEG decoders and a CD32 board.

With the release of the Blizzard A1230-II, there's never been a better time to accelerate your A1200. It may seem rather pricey compared to rivals such as Power Computing's Viper 030 but this card leaves the Viper for dead. If you want to bring tears to an A4000 owner's eyes then this is the card to own.

Fitting the A1230-II is a tricky business but once it's in, you'll never look back!

BLIZZARD A1230-II

DISTRIBUTOR
Gordon Harwood Computers
0773 836781

PRICE
£244.95 (40MHz)
£329.95 (50MHz)

SPEED ●●●●●
The Blizzard A1230-II can transform your humble A1200 into a super-fast A4000 basher!

MANUAL ●●●●
The clear explanations and well-designed illustrations make the Blizzard manual a joy to behold.

ACCESSIBILITY ●●●●
Fitting the Blizzard board is easy enough although it's bit of a squeeze. But once it's in you're away!

FEATURES ●●●●●
The Blizzard A1230-II is truly a card to equip you for the future.

VALUE ●●●●
Although it's not exactly the cheapest 030 card for the A1200, it's definitely one of the best.

"If you want an A1200 accelerator card that eats A4000s for breakfast then the Blizzard is for you."

94%

ORACLE

Betting on the gee gees needn't be a mug's game if you've got a copy of *Oracle* and an Amiga. Jason Holborn studies the form of this prediction program.

Everyone enjoys a flutter on the horses – whether you like to place a regular wager or your betting is restricted to an annual flutter on the Grand National, a horse racing prediction program may help to give you the edge on the bookies.

Horse racing prediction programs aren't a new idea. There are a few of them on the Amiga, including Sidmouth Software's well regarded *Tipster*, and they all promise to tip the odds in your favour. ESP Software's new *Oracle* racing program also makes some bold claims – during a seven-month period, say ESP, it made over £46,000 in winnings based on a maximum stake of £100 placed on 245 bets based on the recommendations of the program. These winnings were accumulated from 146 winners and 62 placed – if these figures are right, only 37 bets failed to pay off (that's a success rate of 85 per cent!).

Loading up *Oracle* is a disappointment, however. Although the program runs within a window on the Workbench, no attempt has been made to make it comply with the Amiga's Workbench environment. There's no pull-down menus, no Boolean gadgets, no scroll bars, no nothing. Porting programs from other platforms is all very well, but some concessions to the host machine have to be made.

```
ORACLE
FAVOURITE STATISTICS AT BATH          AS OF 27.05.1994

          SPRING          SUMMER          AUTUMN
           35%             33%             36%

HEAVY     SOFT     GOOD/SOFT     GOOD     GOOD/FIRM     FIRM
 00%       36%        42%         26%        37%         36%

5F        6F          8F         10F         12F        14F+
35%       00%         34%         33%        38%         39%

IS PREVIOUS EXPERIANCE AT THIS TRACK IMPORTANT (EG. A 1ST OR 2ND)
                              NO

------------------ FAVOURITES RESULTS BY RACE TYPE ------------------
.......NON HANDICAP 2YR OLDS...............HANDICAP 2YR OLDS...........
            36%                                   50%
.......NON HANDICAP 3+YR OLDS..............HANDICAP 3+YR OLDS..........
            45%                                   26%

PRESS ENTER TO CONTINUE?
```

Oracle is built around a vast database of statistical information on everything from trainer and jockey records to an in-depth analysis of a selection of popular courses.

Oracle is nothing more than a statistical analysis program that's heavily geared towards handling horse racing data. It makes its recommendations by assessing the outcome of a race using information on the track's 'going', the type of race, the distance, how far the trainer has to travel to get to the race meeting and the amount of prize money available. Using this data, *Oracle* assesses the current and previous form of each horse in a race and even the records of the trainers and the jockeys on a particular track. You end up with a list of horses that are worth placing bets on.

Like all programs that rely on lots of statistical information, *Oracle* needs to be kept up-to-date if its predictions are to be reliable. To save you the hassle of keying in all that data yourself, ESP sell a monthly update disk that costs between £25 and £40. And ESP promise that if, based on the data on the update disk, you fail to at least break even then they will send you the following month's update disk free of charge!

No betting prediction program can be 100 per cent correct every time, but *Oracle* gives you that edge that can make the difference between winning or losing.

The price of *Oracle* is a drawback, with Sidmouth Software's *Tipster Professional* selling for less than half the amount of *Oracle*, ESP would be advised to rethink their pricing. But, *Oracle* does deliver the goods. If you want to get your own back on the bookies, then page the *Oracle* (sorry).

SOCCER EXPERT

Voithia Software, 32 High Street, Welshpool, Powys SY21 7JP ■ £16.95



Come on you Reds! Who needs lady luck when you've got this?

Goooaaaallll! As the Italians would say. Yes folks, horse racing isn't the only sport to benefit from computerised prediction programs. Voithia Software's *Soccer Expert* is a football Pools prediction program that is designed to make the task of filling out your Pools coupon less haphazard.

In many ways, this is very similar to *Oracle*. Like *Oracle*, it bases its predictions on statistical information on the past performances of all the teams involved.

Voithia have already fed in all the information required for the 93/94 season so all you have to do is update the results. Each new set of results obviously effect the rating of each team, allowing *Soccer Expert* to produce even more accurate predictions as the season progresses.

Soccer Expert is let down by its poor documentation – one sheet of paper and a cardboard cover does not constitute a manual in my book.

72%

ORACLE

DISTRIBUTOR
ESP Software 0702 600557

PRICE
£99.95

SPEED ●●●●
Even on races with a large number of horses running, *Oracle* calculates the odds within seconds.

MANUAL ●●●●●
A well-written manual which not only covers the program's operations but also demystifies much of the jargon that surrounds horse racing.

ACCESSIBILITY ●●
Due to the program's sheer complexity, getting into *Oracle* takes time. A better Intuition-based front end would have helped!

FEATURES ●●●●
Every single aspect of a race meeting that may effect the final outcome is taken into consideration.

VALUE ●●
£100 is a lot of money to ask for a program that is up against competition costing considerably less.

"For Amiga punters everywhere, Oracle should be a sound investment."

75%

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+2974 (ABC) G.I SPY
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"Moustermind" 3.5MB

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+3152 DEEP 9
More space Jpegs
+3126 R. BAXTER METROLINK
2 Original Compositions
+3123 AEROSOL MUSIC
Toons to annoint your ears!
+3122 STSFCTN GUARANTEED
Nice new demo addition
+3119 "LARGO" BEETHOVEN
Piano Concerto No.1 in"C"
+3109 ELECTRONIC KNIGHTS
New demo - "Rampage"
+3108 OXYGENE "CUZCO"
Another quality demo
+3103 ANDROMEDA
"Sequential" Excellent!
+3077 (AB) PASTEL VANILLA
Some nice Amiga toons.
+3074 FRIENDS OF PAULA 2
Even more F.O.P mods!
+3073 FRIENDS OF PAULA 1
4 more great F.O.P Modules
+3070 FRIENDS OF PAULA 5
More Musak for Paula fans
+3066 INFINITY
Very nice plazma cycle demo.
+3061 (AB) SEVEN SEAS S/S
Superb Gothic fantasy slides
+3055 DEVOLUTION SLIDES 2
Excellent raytraced artwork
+3033 BIOMECHANOID
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+3031 HIRED GUNS MUSIC
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+3029 (AB) THE MIDNIGHT HR
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+3036 KIDS DTP V2.6
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+2984 A-Z PAINT
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+2967 SMARTY PAINTS
Serious art for kids, preview ver
+2966 KIDS DISK 3
Shareware DTP for kids
+2926 (AB) TOME OF MYTHS
Read all about those myths...
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AGA DEMOS
X3142 BRAIN STATE IN A BOX
After many requests!...
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Nice effects, good demo.
X3104 COMPLEX "REAL" AGA
Superb new AGA demo!
X3091 FATAL MORGANA AGA
Groovy AGA Ostrich demo!
X3046 (AB) BIG TIME SENSUAL.
2 disk AGA extravaganza!!
X3016 FAIRLIGHT FULL MOON
Superb. Fairlight do it again.
X3015 NOXIOUS:
Demo titled "beyond belief"
X3014 (ABC) INNESTATION
Present Ray World. Excellent.
X2934 VOLCANO AGA
Colours Bobs sounds, Its all here!
X2933 (AB) COMPLEX "ORIGIN"
One of the best AGA demos yet!
X2932 SMELLS LIKE CHANEL 5.
Excellent production from ARISE
X2930 XANADU - EXPLICIT II
Another worthy AGA presentation

AGA PICS
X3115 MECHANETIX SLIDES #1
Space/Robot orientated slides
X3076 (AB) BODYSHOP 7
More AGA glamour girlies.
X3075 (AB) BODYSHOP 6
Well popular AGA glamour pics.
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X2958 JPM'S AGA PICS #4
X2957 JPM'S AGA PICS #3
X2956 JPM'S AGA PICS #2
X2955 JPM'S AGA PICS #1
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AGA owners disk mag!
X2964 MAD FIGHTERS
Excellent beat em up like B. Blow
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X2938 AGA UTILS #2
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PD Update

Jason Holborn gets lost in an artificial universe, but manages to find his way out in time to fine-tune his hard disk's cache. It's all in a day's work for our PD connoisseur!





Combining super smooth animation and intense gameplay, *Green Five* should be at the top of every PD fan's shopping list.

Programs like *TrapFax* and *GPFax* have added a new dimension to personal communications. You no longer have to buy a separate fax machine to send facsimile messages – all you need is a modem capable of handling fax protocols and a suitable piece of fax software. The PD libraries provide an alternative to just about every commercial product ever released; but until now, fax software was non-existent. All that has changed with the launch of ***AmigaFax*** from Cynostic PD (U0182).

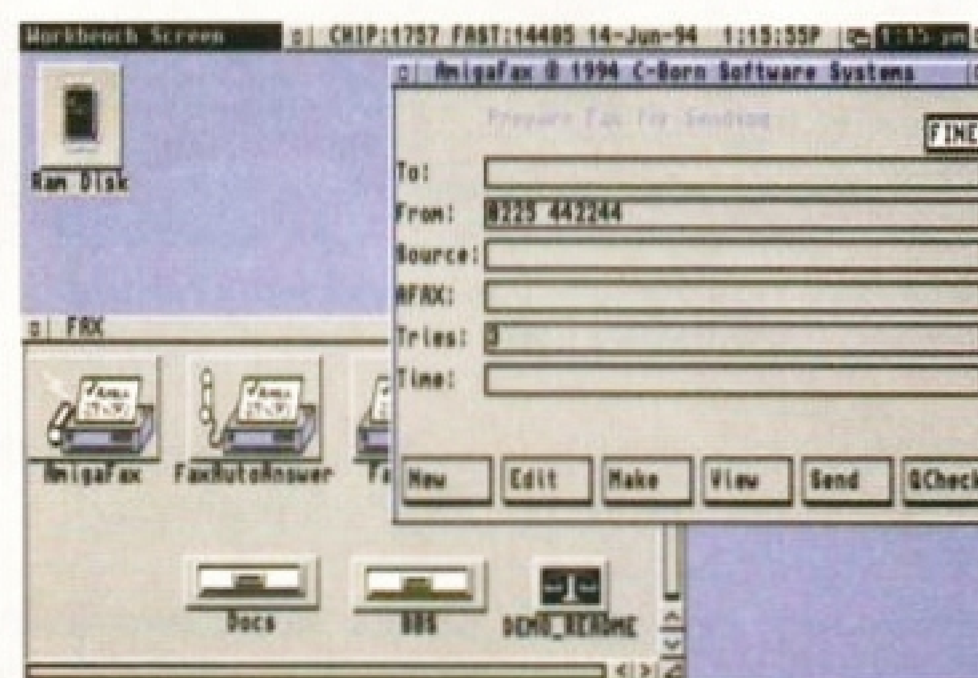
AmigaFax is a PD program and it's virtually identical in operation to VillageTronic's excellent *TrapFax* package. It allows you to send and receive fax information on your Amiga – when used in conjunction with a fax modem such as the Supra V32.Bis or US Robotics' Sportster. Received faxes can be viewed, printed or even rerouted to another fax machine on a different telephone number.

Just like TrapFax, *AmigaFax* enables you to prepare fax documents in just about any program that allows printing using the standard Preference printer drivers. *AmigaFax* provides a special fax printer driver that reroutes all printing operations to your fax modem. This effectively means that you can use anything from *DPaint* to *ProPage* to prepare fax documents.

AmigaFax isn't as polished as *GPFax* or *TrapFax* but it's just as powerful. It is a Shareware program, however, so you send the author $50 (approx £33.50) if you want the full package (the demo version only handles single page documents). If you can live without fancy front ends and printed manuals, *AmigaFax* is worth investigating.

The award for most the impressive PD game this month has to go to ***Green Five*** (17 Bit disk 3135), a highly-polished arcade adventure that bears more than a striking resemblance to US Gold's hits *Flashback* and *Another World*. It's written in *AMOS* by a very talented programmer called Mark Judge. Based on the strength of this release alone, UK software houses would be well advised to try and snap Mark up as soon as possible.

Green Five is a shareware release, so you need your cheque book if you want the full game. Mark has kindly provided the first mission (there are four in total) as a taster in the PD release – send him £10 and he'll gladly supply the other three.



Send and receive fax messages on your Amiga with the new *AmigaFax* program from Cynostic PD.

The plot of the game is just too obscure to be repeated here, so I won't even attempt to translate it into an easily digestible form – suffice to say that it's down to you to save the known universe and all that jazz. What *is* important is the sheer quality of *Green Five*'s animation and graphics. It features the sort of smooth animation and atmospheric graphics that have become the hallmark of games like *Another World*. You know you're in for a treat.

The gameplay is very similar to *Another World* and *Flashback* – put simply, you have to guide a well animated character around an artificial universe (that's what the author calls it!) solving puzzles, whilst trying your best not to get zapped. Along the way you find objects which aid you in your quest – a knife, for example, which is used to cut the rope holding a trapdoor shut. The full game has many more objects scattered about, such as parachutes, guns and so on.

It's very rare to find a PD game that comes anywhere near the quality of commercial releases but *Green Five* manages to do just that. If you want a game that keeps you glued to your machine for days on end then you must get this one. Beg, borrow or steal the money and order your copy now.

Whoever first said that patience is a virtue obviously never had to suffer a slow Amiga hard drive. If they had, then there's no doubt that this phrase would never have been coined. Short of having to buy a faster hard drive controller and drive, the best way of speeding up your hard drive is to get your hands on a hard disk caching program, which is exactly what we have in the shape of ***PowerCache*** (U0196).

For the uninitiated, a cache is best described as a kind of memory buffer which sits in between the hard disk and whatever software is used to

Continued overleaf ➡





In the left corner we have the *Street Fighter* clone *Mad Fighters*, and in the right we have *To The Death*. May the best beat-em-up win!

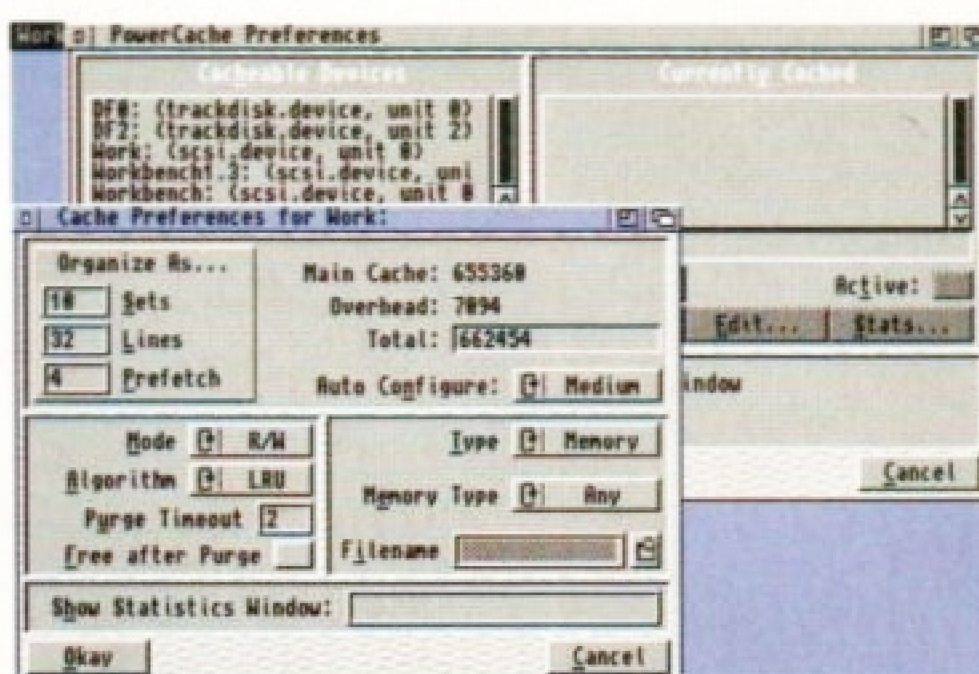
← control the drive. By keeping frequently-used hard disk sectors in memory, a cache can speed up disk accesses considerably, because it refers to its buffer whenever the user attempts to access an area of a hard disk that has been accessed previously. The result is a considerable increase in hard disk performance.

PowerCache is an absolutely stonking disk caching program that has been written for all Amigas based around Kickstart 2.04 or greater. Some features of *PowerCache* even require a Kickstart 3.0-based machine, although the program still functions perfectly well on a 2.04-based Amiga. *PowerCache* is very easy to use – you only have to tell it which drive should be cached and how big the cache should be and the rest is handled automatically.

Mary Whitehouse would most certainly not approve, but there's no escaping the fact that *Street Fighter* clones are great fun. Perhaps it's the feeling you get when a well placed thrust kick sends your pixelised opponent flying through the air, or just the utter satisfaction of being able to perform the sort of martial arts moves that Jean Claude van Damme would be proud of. Either way, there's nothing like a good beat-em-up.

The PD libraries are playing host to not one, but two new PD beat-em-ups this month. The first is an A1200-only game written in *AMOS* (why is it A1200 if it is written in *AMOS*? – *AMOS* doesn't support AGA!), called ***Mad Fighters*** (Asgard PD). Inspired by *Street Fighter*, *Mad Fighters* is a fast and furious beat-em-up that pitches you against four other opponents, each with their own individual strengths and weaknesses.

Although the game plays well enough, it doesn't quite manage to capture the arcade feel of *Street Fighter*. Instead of carefully planning which move will total your opponent (which is how a



Speed up your hard disk with *PowerCache*, a caching program written for all Workbench 2.0-based Amigas.

good beat-em-up should play), you usually end up just waggling the joystick about and hoping for the best. Although this is how most people seem to play these games anyway, I prefer the more strategic approach; which is more like the way a real martial arts expert would react.

The second martial arts game on offer is called ***To The Death*** (Cynostic disk G0191). This one combines all the best bits from *Mad Fighters* with a more welcome arcade feel. Offering better graphics and smoother gameplay than *Mad Fighters*, this is definitely the better beat-em-up of the two. The only real downer is the fact that it offers only one opponent – so once you've beaten him the game soon loses its attraction. Let's hope that the author decides to expand *To The Death* further...

"Flexer" V1.3 ©1992-93 by Andrew Forrest

Manufacturer	Range	Model	Processor	MHz	MIPS	Coprocess
Apple	Macintosh	Classic	MC68000	8		
Apple	Macintosh	Classic II	MC68030	16		
Apple	Macintosh	IIci	MC68030	25		68882
Apple	Macintosh	IIsi	MC68030	20		68882
Apple	Macintosh	LC	MC86020	16		
Apple	Macintosh	PowerBook 100	MC68000	16		
Apple	Macintosh	PowerBook 140	MC68030	16		
Apple	Macintosh	PowerBook 170	MC86030	25		68882
Apple	Macintosh	Quandra 700	MC68040	25		
Apple	Macintosh	Quandra 900	MC68040	25		
Atari	ST	Falcon	MC68030	16	3.04	DSP
Commodore	Amiga	A 500	MC68000	7.15	0.75	OCS
Commodore	Amiga	A 600	MC68000	7.15	0.75	ECS
Commodore	Amiga	A1200	MC680EC20	14	2.5	AGA
Commodore	Amiga	A3000/25	MC68030	25	9	ECS
Commodore	Amiga	A4000	MC68040	25	19	AGA
Miles Gordon Tec	SAM Coupé		Z800	6		
NeXt Computer	NeXt		MC68040	25	15	i860, C-C

Record 16 out of 23 — 23 shown / 0 hidden

Bring some organisation into your life with Roberta Smith's *Office Helpers* pack.

Game creators have traditionally always sold very well but Palace's ***Shoot-Em-Up Construction Kit*** never quite achieved the success that they had hoped for. *SEUCK* (as it later become known) had one failing – it was crap. As the endless PD *SEUCK*-created games amply demonstrate they all look exactly the same. This wouldn't be too bad if they were all good games but, unfortunately, very few *SEUCK* creations keep the gaming juices flowing for more than a minute or two.

Bearing all these negative vibes in mind, FEZ Productions seem to have achieved the impossible – they have created a playable *SEUCK* game! Based loosely around the cutesy Japanese arcade games that used to be so popular a couple of years back, ***Pee Bee*** (Cynostic PD G0192) is a shoot-em-up which sees you in the role of a cute bee called Pee Bee. Using a subtle combination of lightning-fast reflexes and tactics, you must guide Pee Bee through a massive scrolling cutesy battle zone comprised of clouds and various confectioneries. The gameplay may not be state of the art, and it won't keep you interested for long, but younger players may find *Pee Bee* enjoyable.

Utility compilations have always been a favourite amongst PD connoisseurs and the latest compilation from Roberta Smith DTP should prove just as popular. Entitled ***Office Helpers***, Roberta Smith DTP have scoured their extensive back catalogue for a collection of what must rate as some of the best home productivity PD programs ever released.

First up is ***Flexer***, an *AMOS*-produced flat file database that allows you to organise anything from your address book to the membership list of your local tiddly-winks club. Although it's not quite in the same league as programs like *Indexer* or *InterBase* (both of which have appeared on the *AF* Coverdisk), *Flexer*'s greatest asset is its ease of use – even without reading the documentation, you could easily knock up a database within minutes of using the program.

For the financially astute amongst you, *Office Helpers* also includes no fewer than three home finance programs – ***PayAdvice*** (check to make sure the taxman isn't stinging you for too much money), ***HomeBudget*** (make sure your spouse isn't stinging you for too much money), and ***ShareManager*** (find out who *you* can sting for lots of money!). Other utilities on offer include ***ShowSTD***, which is a very useful little Workbench program that locates the source of any British Telecom STD code you feed it.

WHERE TO GET THE DISKS IN THIS ISSUE

CYNOSTIC PD, Office 1, New Enterprise Centre, Little Heath Industrial Estate, Old Church Road, Coventry. Tel: 0203 681687.

17 BIT SOFTWARE, 1st Floor Offices, 2/8 Market St, Wakefield, West Yorkshire. Tel: 0924 366982.

ASGARD PD, 20 Langdale Drive, Wakefield, West Yorkshire. Tel: 0924 363059.

ROBERTA SMITH DTP, 190 Falloden Way, Hampstead Garden Suburb, London NW11 6JE. Tel: 081-455 1626.

TOP 10 GAMES AND UTILITIES

Every month we peruse the bestseller lists of a prominent PD company. This month, it's the turn of:

17 BIT SOFTWARE (0924 366982)

1 - Imagine 2 Buddy System	3161(AB)
2 - BlitzBlanker	3160
3 - ProBoard V1.0	3145
4 - Cannon Printer Drivers Disk	3143
5 - Program Loader	3125
6 - ChequeMate Personal Finance	3081
7 - StereoScope (AGA only)	3069
8 - Rune Master	3117
9 - Rob's Hot Stash Volume 1	3040
10 - Dividend Winner	3107



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❏ ^ + **V1381 WORLD GEOGRAPHY**
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❏ ^ ^ **V1402 (AGA) TUTANKHAMUN**
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UTILITY DISKS

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❏ ^ + **V277 FORTRAN-77 v1.3c**
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❏ ^ + **V298 NORTHC v1.3**
Complete C language with all files needed (2)
❏ ^ + **V301 EYE OF BEHOLDER**
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❏ ^ + **V332 AMIGA PUNT**
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❏ ^ + **V370 600 BUSIN LETTERS**
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(v1.42) Electronics drawing Programs.
❏ ! - **V817 A500P EMULATOR**
As it sounds will let v1.3 / v1.2 owners run WB v2.x+ software WITH-OUT any need to purchase the Workbench v2.x chips.
❏ ! + **V821 SNOOPDOS v1.5**
Monitors Dos calls to see what library, devices, fonts are required if a program won't load
❏ ^ + **V827 REPAIR-IT 2**
New Zap v3.3, Sector file editor. FIXDISK v1.2, Recover as much as possible from defective disk
❏ ^ + **V841 MODULA-2**
Contains Modula-2 language on the Amiga.
❏ ^ + **V858 MUSIC MAKERS**
Programs to produce your own music pieces.
❏ ^ + **V865 IMAGE PROCESSOR**
Tools to perform wide variety of Image techniques
❏ ^ + **V866 MANDEL EXPLORER**
collection of Fractal Generating utilities (2)
❏ ^ + **V888 TRONI CAD v1.36**
its the best Computer Aided Design program with excellent power functions for all users.
❏ ^ + **V899 BACK-UP UP**
Newly updated disk which contains ABackup v4.03 A Powerful backup utility that may be used for Hard Drive backup and File Archiving. it also contains SysInfo v3.23 + BackUp v1.4x
❏ ^ + **V928 THE LITTLE OFFICE**
Has a Word Processor and others programs to aid a small business or company.
❏ ^ + **V942 SCREEN BLANKERS**
A disk packed with screen blankers. Includes the Twilight Zone blanker along with 10 others
❏ ^ + **V943 LYAPUNOVIA v1.5**
Mind-boggingly colourful program that makes pictures from a mathematical formula.
❏ ^ + **V946 SYSTEM OPTIMIZER**
KCommodity gives you memory meters. REorg will optimize hard, floppy disks for speed increase. HDMem virtual mem. 2Mb for 2Mb HD space.
❏ ^ + **V949 TESTS**
Contains all of the classic speed tests and system checks we could find. Includes CPU Speed and system diagnostic tool
❏ ^ + **V951 PROTECTION**
a collection of utilities aimed to protect your data and autobooting of HDs & Document Files. Lock your data files
❏ ^ + **V952 A-BENCH v1.0**
is the complete solution to the replacement Workbench. loads of useful utils LastHope, View, Virus Checker, Power packer & DCopy2 (2)
❏ ^ + **V958 CLUB LEAGUE (K)**
Allow you to edit and keep track of your divisions/leagues stats within a club league
❏ ^ + **V962 SUPER KILLERS v3.5**
The latest Virus Killers like BootX, Virus Checker v6.41 and the new release of VirusZ II v1.1x all those's nasty trojans & virus's. (2)
❏ ^ + **V979 NCOMM v3.2k**
is a comm-unications program based on Comm v1.34 with lots of very nice enhancements
❏ ^ + **V980 KICK v1.4**
Will down grade your A500+, A600 or A1200 machines to run all that old software that would NOT normaly work. Turns them into a KS 1.3
❏ ^ + **V983 MEGA CHEATS v3.0**
Now contains over 500 cheats.
❏ ^ + **V1001 VMORPH v2.21**
Aallow you to create smooth morphs between 2 different images over a period of frames
❏ ^ ^ **V1005 (AGA) UTLs**
The first batch of AGA utilities for WB 3.0 users
❏ ^ + **V1009 TURBO TEXT v1.1**
Excellent Word Processor. Very impressive Effects.
❏ ^ + **V1013 POOLS PREDICTION**
Need a helping hand to win the Pools.
❏ ^ + **V1017 POST v1.86**
An excellent Postscript interpreter for the Amiga which implements the full Adobe language (3)
❏ ^ ^ **V1021 (AGA) SCREENS**
Enhance your Workbench disks with backgrounds like these's. All pictures in full AGA colour
❏ ^ + **V1022 LITTLE TRAVELLER**
(v1.1) Shows a world map, You can select any country for travel information, Zooms up another map with detail.
❏ ^ + **V1024 MANDEL SQUARE**
(v1.1) Generates enhanced AGA Ast images.
❏ ^ + **V1025 TERM v3.4**
Communications program with XPR transfer, point click, auto upload/download, VT102/VT-220, Ansi emulation, powerful phone book (3)
❏ ^ ^ **V1037 (AGA) WB HACKS**
An excellent collection of Utilities & Hacks
❏ ^ + **V1039 HARD DISK INSTALL**
If you need to install your A1200 HD then you need this set of disks which can do a low-level format and then install Workbench 3.0 (2)
❏ ^ + **V1040 bBASEIII v1.4**
An easy to use, versatile, yet full featured database. Greatly enhanced and a successor to bBASE II
❏ ^ + **V1041 DIGITAL B.BOARD**
Full featured digital circuit simulator
❏ ^ + **V1043 SUPER DARK v2.04**
A screen blanker like After Dark from the MAC
❏ ^ + **V1044 FANCY PRINTING**
Banner, Graph Paper v1.2 and Disk Print v3.59
❏ ^ + **V1045 cDRAW v1.0**
Rabid drawing of schematic diagrams.
❏ ^ + **V1051 EASY CALC PLUS**
A spread sheet designed to be both easy to use and fast. Built in excellent help system.
❏ ^ + **V1054 ADVANCED UTLS 2**
Disk doubles the capacity of your Dm the fly with compression. Disk Optimizer, SCSI Mount
❏ ^ + **V1055 PARBENCH**
Software to hookup 2 Amiga's or CDTV's.
❏ ^ + **V1056 DEVELOPER**
Contains the official Commodore developers Kit for the Amiga, Amiga Guide & install utilities.
❏ ^ + **V1059 GRAPHICS**
Create stunning graphical images. MPath creates swirling galaxy images, Roses, Rayshade
❏ ^ + **V1060 BOARD DESIGN**
Includes mCAD v1.26 and several terrific routines for the electronic enthusiast.
❏ ^ + **V1069 PRINTER DRIVERS 5**
Desk-jet 550c, 500, 500c, Ricoh HP1200, Canon BJ300, 130, LPB, 10e, PJ1080a HP Paintjet.
❏ ^ ^ **V1070 (AGA) UTLs 2**
256 colour icon editor, Plamsa256, QuickGrab
❏ ^ ^ **V1072 WINBLENDER v39.28**
Create excellent/stunning AGA fractals. Also contains 68030/040/FPU versions.
❏ ^ ^ **V1074 (AGA) UTLs 3**
Collection of AGA Based utilities. Includes Kill AGA Which allows you to run old badly written programs including demos & some games
❏ ^ + **V1077 GENEALOGIST**
v3.04 Is a specialized database for keeping track of genealogical information. Full featured
❏ ^ + **V1079 KEYBOARD TRAINER**
Best Public Domain Typing Tutor. Excellent
❏ ^ + **V1081 REPAIR-IT 3**
Collection of Disk. Hard Drive repairing and file saving utilities for the Amiga
❏ ^ + **V1083 CROSS v5.1**
Program that creates crossword puzzles (3)
❏ ^ + **V1087 STOCK ANALYST**
Technical analysis and securities tracking program which calculate when to buy & sell shares
❏ ^ ^ **V1090 ANDYS (AGA) UTLs**
Selection of utils for A1200 owners also includes FakeMem, KillAGA, AGATest, Degrader
❏ ^ + **V1091 ASTRONOMY v2.1**
A menu driven astronomy program that calculates information about the Sun, Moon, Planets and Constellations.
❏ ^ + **V1093 PARNET SET-UP**
A two way network file system between two parallel ports, establish via two amigas. (2)
❏ ^ ^ **V1095 THE DEGRADERS**
If you have trouble running software on an A1200 or A4000/030/040 give this disk a try it will emulate the basic 1.3 rom better that any other software on the Amiga at present
❏ ^ + **V1096 CHINESE ASTROLOGY**
Will create a horoscope in seconds, not hours.
❏ ^ + **V1104 COLOURED ICONS**
Transfer your disks into colourful well pressed works of art with this database of excellent icons
❏ ^ + **V1109 STAR VIEW**
Is designed to show graphically the positions of the stars and planets from any point on Earth.
❏ ^ + **V1110 FORCASTER v2.01b**
Is a Horse Racing prediction program which uses statistical analysis of Major factors.
❏ ^ + **V1112 CHEQUE BOOK v2.5**
Record your bank and other transactions.
❏ ^ + **V1114 PRINT LABELs**
DocDump2.1, Envelope Print v1.2, Inlay Maker v1.4, MC master v1.1, Banner Press, Label Print
❏ ^ + **V1116 POOLS WIZARD (K)**
Dead accurate Amiga Football Pools predictor
❏ ^ + **V1129 RED DRAW TRIVIA**
The ultimate Quiz and Answers game.
❏ ^ + **V1130 COMMUNICATE v1.2**
A helping tool for learning one of the 8 formats of communication or languages. & Morse code.
❏ ^ + **V1134 TOOLMANAGER v2.1**
Includes the ability to add menus to your Tools menu, add WB icons or Windows. (2)
❏ ^ + **V1136 DISKSALV 2**
is a disk structure, file repair come salvage or undelete util. HDClick, is a hard drive menu and workbench tool.
❏ ^ ^ **V1137 (AGA) UTLs 4**
Test, BBlank, CheckAGA, CycleToMenu, Doublet, Force VGA, GIF Datatype, PKLudge, PPShow, Rend24, ViewTek and Verlauf.
❏ ^ ^ **V1138 (AGA) UTLs 5**
Degrader, Pov-Ray, AmigaToDouble, Card-MemLast, Palette, Promotor, RomTagMem.
❏ ^ ^ **V1139 (AGA) UTLs 6**
A4091Patch, Alert Timer, Bestid, Clouds, Ham8 JPEG, NewPOP, NTSC4NTSC, PatchPointer, Plasma PCX & Screen Mode changer.
❏ ^ + **V1140 FORECAST v1.2**
This is the latest and most upto date football results prediction program. New instructions
❏ ^ + **V1141 MANDELPLOT v2.4**
Does't just produce 2d fractals, can view them in 2d or 3d modes, make animations, even design your own fractals. Fastest mandel-brot producer
❏ ^ + **V1144 GRAPHICS**
JPEG files, DJPEGGui v37.1, Make Anim7, AGA Anim playback. SAnim-5 v1.1, S-PIC v1.2
❏ ^ + **V1145 MENUMASTER III**
If you want to produce a simple menu system, this is it wether for a hardsk or a floppy disk
❏ ^ + **V1147 EASYBENCH**
Contains a wide selection of utilities which covers almost all the best utilities on the Amiga (2)
❏ ^ + **V1152 GOLDED v.94**
A GUI Based editor with lots of functions (about 250), DICE compiler front end, OS3 look (2)
❏ ^ + **V1156 VIDEO TITLER**
Can you generate professional looking TV titles and credits for you own videos. Well you can with this, It has outstanding abilities.
❏ ^ + **V1161 GOALKEEPER v1.0**
Computer soccer administration program. Create your own Mini Football leagues upto eight teams.
❏ ^ ^ **V1164 (AGA) A1200 FIX DISK**
Contains all what you would need for getting disks to work on your new a1200 computer.
❏ ^ + **V1178 KS 3 EMULATOR**
This disk is a multi kickstart selection utility disk, You can select Kickstart 1.3 (34.005) Kickstart machine (as it is) Kickstart 3.0 (39.106) No AGA support but a superior Workbench ect.
❏ ^ + **V1179 FILE-O-FAX**
Designed for you to work at your own leisure without worrying about forgetting those important meetings, or names, address, tel Number's ect.
❏ ^ + **V1184 AMIGA DIARY**
Is a mouse driven diary capable of storing all persion events and is the solution to those forgotten birthdays, missed appointments ect.
❏ ^ + **V1185 GENIE**
Excellent Genealogist database program
❏ ^ + **V1196 DESKTOP VIDEO**
Is a disk with making and editing your very own video master pieces. Contains excellent software
❏ ^ + **V1200 MAGIC WORKBENCH**
Is a selection of icons or items to enhance your Workbench screen and enviroments.
❏ ^ + **V1207 OCTASTUFF**
A new collection of utilites come samples come modules for use with the famous OctaMED
❏ ^ + **V1208 OCTAROCK**
A selection of rock orientated modules & samples.
❏ ^ + **V1209 GNU C++ COMPILER**
Requires: HD 6Mb+, Disks consists of the latest version of the GCC environment. The compiler, driver, assembler, linker, header files, online code generation libraries. (3)
❏ ^ + **V1213 PROGRAMMING**
Contains the Programming languages like, Ace, AmigaE, AmigaEdo, SBProlog, BCPL4AMLEGUI, Pascal and others (3)
❏ ^ + **V1219 THE AREXX GUIDE**
Full Amiga Guide document to teach you Arexx!! Tip filled with easy cross referencing
❏ ^ + **V1220 TERMINUS**
Modem/Terminal program. Full featured scripts/screen modes/overscan, all the popular protocols.
❏ ^ + **V1221 (AGA) BLANKER**
BlitzBlanker for WB v3.x only it has 14 different blankers all ready to show off your AGA machine!.
❏ ^ + **V1222 PANASONIC STUDIO**
Special printer Preferences editor and driver system for all Panasonic 9 & 24 pin printers.
❏ ^ + **V1223 CANON STUDIO 2**
Printer Preferences editor and driver system for 800&800, LBP A1-2, BJC 800, BJ510-130.
❏ ^ + **V1227 GADTOOLS**
Contains a collection of shared libraries intended to provide programmers with new GadTools
❏ ^ + **V1228 WB 3.0 UTLs 7**
Contains another excellent helping of new utilities for WorkBench 2.0 and 3.0. Enforcer, A tool to monitor illegal memory access. Assign Manager, a new pref editor. AssignPrefs, PickStartUp, Allows you to select a startup-sequence of your liking. SkickIt, replacement for the Post-It note.
❏ ^ ^ **V1229 (AGA) MAIN ACTOR**
(v1.6) A modular anim package with many features, IFF-Anim5/7/8, IFF AnimBrush, PCX, playing from Hard disk or play in a window. (2)
❏ ^ + **V1231 HD SOUND UTLs**
Contains SoundMachine, QuadraComp An intuition based music tracker that uses the internal sound capabilities of the Amiga. HD Frequency, Is a HD recording system with many features.
❏ ^ + **V1236 INVOICE PRINTER**
Will print invoices onto your letterheads. Much sort after. Ideally suited to a small business.
❏ ^ + **V1237 SUPERSPELL**
A global spelling checker for use on any program you care to suggest. Has a 9,000 word dictionary which you can edit, add, replace words etc.
❏ ^ + **V1239 SKICK PRO v3.43**
the replacement for Kick, ZKick, & LKick etc intended for use on KS2.0 machines & its task is to kick any other version of kickstart into RAM.
❏ ^ + **V1240 SHOW STD v1.2**
is a tool that can be used to show the area covered by a particular STD code on a map on the UK. Flying Toasters, is a screen mouse blanker.
❏ ^ + **V1241 THE PD OFFICE**
is a little collection of wonderful utilities like EdWord-Pro, AddressBook, EasyCalc ect.
❏ ^ + **V1242 RE-ORG v3.11**
is a fast shareware disk optimizer for AmigaDOS
❏ ^ + **V1243 IMAGE 2.0 OBJECTS**
Volumes 4 to 7 packed to the ring proof Images for use with that amazing program Image. (4)
❏ ^ + **V1247 TEXTURE MAPS**
in 320x200 JPEG format for use with any rendering programs, textures like Organic, Miscellaneous, Stone, Wood etc. (3)
❏ ^ + **V1250 SOLDERING**
Contains many useful tools for drawing good quality circuit diagrams, and also vero-board (strip board/solder board) lay-outs, complete system.
❏ ^ + **V1265 DYNAMIC SKIES**
A big toolbox for astronomy that has, for an ultimate goal, to answer with speed any question that may arise on celestial objects. You can even animate Jupiter's path across the sky.
❏ ^ + **V1269 OCTAMED TUTOR**
A simple guide through the basics of this excellent music program. From OctaMED 3.x upwards
❏ ^ + **V1273 AMICDROM v1.7**
A CD-Rom disk filing system for the Amiga. It supports the ISO-9660 standard and will mount the drive as a dos device. You can even access files and directories on a CD.
❏ ^ * **V1274 KNIT v1.01**
Converts an IFF pic into a knitting pattern. VIDEO MAXE 04.20, A video database that satisfies all needs of a private video user. full OS 2.1+
❏ ^ + **V1275 RUSH v1.0**
is a directory utility for AmigaDOS 2.0 or greater. It allows files and directories to be manipulated quickly and easily. AMBUSH can be of used to developers, who may wish to test programs.
❏ ^ * **V1277 STAR STUDIO**
Printer driver for controlling any printer printer.
❏ ^ + **V1278 MAIL-O-DEX**
An excellent way to keep names, addresses, Phone numbers, ect & then print them out.
❏ ^ + **V1279 PRINT-A-CARD**
Want to print a business card or any other type of card then this is the software for you.
❏ ^ + **V1280 DIVIDEND WINNER**
& PERM CHECK, Is a pools prediction aid which will advise which numbers to enter on your coupon based on sequence prediction.
❏ ^ + **V1282 FOOTY v1.4**
Is a dedicated football database, sit back in your favourite chair with your mouse-mat on your lap & keep track of whats happening in the leagues.
❏ ^ + **V1284 PC FORM LETTERS**
Just load em into your fave WP and insert your own details then Voila! Instant business letters!.
❏ ^ + **V1286 PRINTER DRIVERS 7**
Now also contains the program called sid for easy installation of the Printer Drivers.
❏ ^ * **V1302 XFH-HANDLER v1.34**
Is a DOS handler which uses spkmaster.library to provide transparent access to compressed files in a given directory or partition. All compression/ decompression is done automatically by the handler when files are read or written.
❏ ^ + **V1303 SCALA PICTURES**
Pictures in 736x580 16 colour format for use with The program Scala. Theres about 15 pics in total and are very sharp indead. (2)
❏ ^ + **V1305 VIRUS WORKSHOP**
(v3.2) Was produced to get rid of all the viruses hanging around. Takes over where BootX left off.
❏ ^ * **V1307 NETWORKING**
Contains utilities to help aid in Networking your Amigas like AmigaNOS, DNet, Par/SerNet, also contains various update devices and libs. (3)
❏ ^ * **V1310 GUIDEs**
Contains AGAGuide, which gives full Amiga Guide information and Libs Guide is a Guide to the Amiga Libraries, find almost every Library.
❏ ^ + **V1311 CD ROM**
Contains a selection of CD Rom related utilties like CDTV Player v2.2, PlayCDDA, ReadDCTV.
❏ ^ * **V1313 GBLANKER v2.7**
Is a complete modular screen blanker package designed with DOS 2.04 or better in Mind. 14 Different Blankers and a message system.
❏ ^ ^ **V1318 (AGA) SWERVE**
Is a selection of images for use as backgrops all are in maximum oversan for best results.
❏ ^ + **V1319 MAXIFLIFE**
Enable you to take complete control over your finances. SPENDWIZE is a tool to assist you in maximising your return from your days outgoing.
❏ ^ + **V1321 EDWORD PRO v4.1**
Text language editor or Word processor on the Amiga with over 100 features. By M Reddy
❏ ^ + **V1326 C: COMMANDS & LIBS**
over 100 commands that lie within a c directory. and over 20 librarys will spice up your disks.
❏ ^ ^ **V1330 (AGA) COLLECTION**
AGA source code, IFF Binary convert, Sprite Converter, ColourConvert, PPShow, Viewtek
❏ ^ ^ **V1335 (AGA) LIBS & D.TYPES**
contains 47 Librarys for workbench 3 computers, all are right upto date and just waiting for you.
❏ ^ ^ **V1336 BBC EMULATOR**
Contains special commands to allow existing files to be transferred from a BBC with DFS by means of a cable. BBCs RS423 port to Amiga RS232
❏ ^ + **V1348 VIC20 EMULATOR**
With new computers being produced every Day, month, year its great to see another classic preserved on the Amiga. contains the basic.rom, CHAR.rom, Kernal.rom & 2 ver vic-00 & vic-020
❏ ^ + **V1354 FIVE STAR v1.0**
A powerful prediction tool for LOTTO, POOLS, SWEEP, DIGIT and HORSE (races)
❏ ^ * **V1355 MPMASTER v1.2**
A useful MIDI program that enables to transmit/ receive samples via MIDI between the Amiga and any MIDI device. Has a easy workbench interface.
❏ ^ + **V1356 NOERRORS v1.3**
Main function is to hide physical disk errors from floppy disks and hard disks, so these disks can then be used without showing read/write errors.
❏ ^ + **V1357 CITIZON MANAGER**
Superb prints that, have been tailored to suit the Citizen range of printers
❏ ^ + **V1358 10 OUT OF 10 MATHS**
is a suite of six educational games designed to help children get to grips with 36 specific topics.
❏ ^ + **V1359 EPU v1.4**
Double your hard drive capacity by installing EPU. After installing EPU to any Device (HardDisk, Floppy, Rad etc) every file which will be written to the device will be compressed and when any compressed file is read it will be automaticaly decompresed.
❏ ^ * **V1360 WB 2.0 TUTORIAL**
If you are new to the Amiga - WELCOME! There is a lot more options open to you than just playing games. Breaks down the makings of Workbench & make them more understandable to the user.
❏ ^ ^ **V1361 (AGA) 16-COL ICONS**
These icons were beautifully drawn by Roger McVey, and I must add that the originals are the best icons I have seen on any system.
❏ ^ + **V1362 CHECKER TOOLBOX**
Incredible Amiga diagnosis program. Runs self test on all chips, all the ports and even the disk drive! All your hardware is tested and displayed in graphical information. Every Amiga owner should have a copy! Find out what is wrong with your Amiga before going to the repairers to get it fixed. It may save you a bob or two!.
❏ ^ * **V1363 AD&D ASSISTANT**
play-time dungeon master's assistant and CHARGEN.GUIDE v1.0
❏ ^ + **V1364 MAND2000D**
Is meant to be nothing less than the finest Mandelbrot exploration program available on any computer. Lets you make Mandelbrot Zooms
❏ ^ * **V1365 CDTV-PLAYER v2.31**
A utility for all those people, who'd like to play Audio CD's while multitasking on WorkBench.
❏ ^ + **V1367 CHEQUE-MATE! v1.0**
Will help you control your personal finances. Enter details about cheques, salary, direct debits.
❏ ^ ^ **V1369 ENCRYP ALGORITHM**
The Rivest-Shamir-Adleman encryption algorithm is one of several recently developed techniques for encryption which put immensely secure encryption within reach of the home computer user. Non-AGA version V1368
o ^ ^ **V1371 (AGA) ASI FIX DISK II**
utilities to reclaim lost hard drives, files and check-sum errors, software like AGAFixes, ForceVGA, KillVGA, RunLame, RunPAL v1.1, ScreenModeChanger and Shutup
❏ ^ + **V1384 HOW TO CODE IN C**
Covers Debugging, Intution & Grafik, Kodbibliotek, Tips, Tricks, AnropaAsmFranC, DosIntuition, Workbench-start, DMake, GadToolsBox + Power Source. (2)
o ^ + **V1387 PICK OF THE BUNCH**
A collection of 19 wierd moudles from Noodles.
❏ ^ + **V1393 STEREOSCOPIC v2.4a**
is a simple package that allows you to create 3D Stereograms. Use any type of background.
❏ ^ + **V1394 CD-READER v1.1**
is based around the parnet networking system and uses the standard parnet cable if you do not have we can send you one for £9.99.
❏ ^ ^ **V1395 (AGA) JPM PICTURES**
These pics were ported over from the pc by j.p.m. the pc disks were supplied by t.b.e. (5)
❏ ^ + **V1400 3D STEROGRAM**
3d Picture Show. All images are 3d stereograms.
❏ ^ ^ **V1401 (AGA) GRAPHICS**
Contains AGA Images, Bottles.HAM8, Face-Paint.256 and Thunderbird.HAM8. Attributes, Chrome, Chrome2, Gold, Lipstick, Rubber, Skin and Wood. Iamges, Duet.IFF. Objects, Guitar, Ice Cream, Milkbottle, Mushroom, Television & Thunderbird3, Wraps/Brush, 3.IFF, Earth.IFF.
❏ ^ + **V1404 DMS v2.03**
The Device Masher system will compatch a complete disk to a simgle file on your hard drive. excellent for backing up software disks.
❏ ^ + **V1405 VIRTUAL UTILS**
This disk contains five utilities containing everything needed for any Amiga user to make virtual memory from their hard drive. The Amiga is fooled into thinking it has massive amounts of RAM when really it only has a small amount.
❏ ^ ^ **V1406 (AGA) VIDEO TRAKER**
Can be used to create stunning demos, intros or vidules as they are called by the Author. The program takes IFF screens, animations, etc and assigns them to particular parts of the sound module yo choose. It can make effects happen whenever certain samples are played, for example.
❏ ^ + **V1407 SONIC DRUM KIT v2.0**
Yo can create your very own drum scores using this fun program. Select from many percussion intruments & you'll have a score ready in minutes.

GAME DISKS

❏ ! - **1073 TETRIS ORIGINAL**
This is the closest game to the original tetris
❏ ^ + **1420 OTRIS**
Want a 1 or 2 player Tetris this has to be 1 of them.
❏ ^ + **1749 SCRAMBLE**
Original that old classic game from the arcades
❏ ^ + **1977 POM POM GUNNER**
Shoot down WW2 air planes in this Op. Wolf
❏ ! - **2018 JETMAN**
Spectrum classic on the Amiga as original
❏ ^ + **2054 ATIC ATAC**
A rendition of the game from the original Spectrum
❏ ^ + **2164 DUNGEON NADROJ**
This is the best D&D adventure type game.
❏ ^ + **2220 STRATEGIC GAMES**
Eternal Rome, Lords of Hosts, In Moonshine.
❏ ^ + **2221 MIND GAMES 21**
of the best games to challenge your mind
❏ ^ + **2272 BLACK JACK LAB**
Play all the popular versions of Pontoon
❏ ^ + **2278 CARD SHARP**
Very well presented selection of solitaire games.
❏ ^ + **2280 DIPLOMACY (2Mb)**
Classic strategy, loosely based on World War
❏ ^ + **2411 TOTAL WAR**
Strategy world conquest, 1 or more players
❏ ^ + **2432 GOLDEN OLDIES**
Galaga, Galaxian, Space invaders, Asterods, Batty & Missle Command the Classic selection.
❏ ^ + **2447 COINDROP (>)**
Fruit Machine simulator with gamble modes.
❏ ! - **2448 CRAZY SUE**
Another first rate cute school girl platform game.
❏ ^ + **2480 FRUIT MACHINE 2 (>)**
As near as poss to the Arcade machines
❏ ^ + **2491 LEGEND OF LOTHIAN**
Excellent adv game in the vein of Ultima
❏ ^ + **2498 AMOS CRICKET**
Excellent arcade cricket simulator with nice graphic
❏ ^ + **2617 GOLDEN OLDIES 2**
Croak, is a 1 or 2 player Frogger. BiPlanes is 1 of the most additive games we've played here. Trail-Blazer, as the C64 Classic. Scamble.
❏ ^ + **2620 DR MARIO**
You must move coloured pills down the screen.
❏ ^ + **2621 ETERNAL ROME**
Start the Roman Empire from 32BC. Build fleets, armies & attack other counties and armies.
❏ ^ + **2622 DONKEY KONG**
Platform game in which you must rescue the girl.
❏ ^ + **2724 NEIGHBOURS**
Is the best graphical adventure game to date (2)
❏ ! + **2738 AIR TRAFFIC CONTR**
Try to guide upto 100 planes into the AirPort
❏ ^ + **2825 ALL ROUNDER**
A Cricket simulation with great graphics & play
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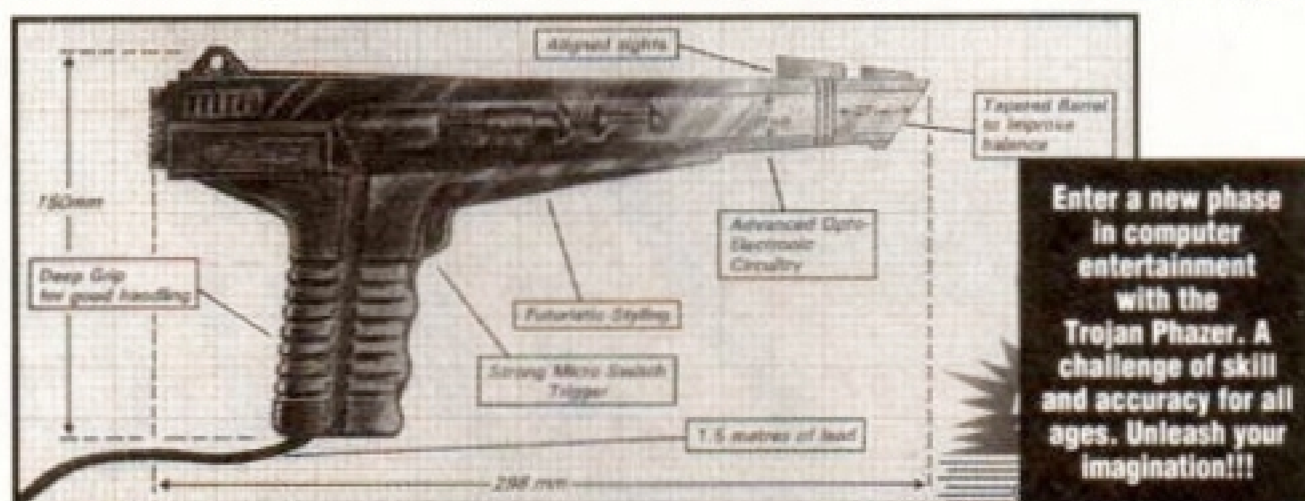
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PD Demo Zone

Steve McGill wishes to point out that the Amiga demo scene thrives on the creative talent and energy of its contributors. The one thing that seems to be missing this month is a bit of imagination.

Apparently, ***Complex: Real AGA*** (Jorvik) is going down a storm with the Internet crowd. Which is a curious state of affairs considering what it offers: the demo kicks off with a typeface sitting atop a tunnel-effect starfield zooming backwards and forwards at great speed.

Any sense of anticipation for upcoming events is immediately muted by this clichéd introduction. Things don't get much better (with various tunnel effects and solid 3D spinning shapes) until the last section of the demo – a solid 3D polygonal rectangular arena with various solid shapes on the inside. If you've ever seen *Cybersled* in the arcades, you'll know exactly what this looks like.

We are then treated to a selection of aerial and ground reconnaissance manoeuvres. It's all technically impressive, just not very entertaining.

If it's entertainment you seek, however, then check out ***The Flying Zambini Brothers*** (Jorvik). This is animation at its simplest, but it still manages to raise a chuckle. Follow the exploits of a red and a blue blob as they attempt to make up for the incompetence of a little green blob, who is trying to execute various circus stunts. Each sketch has a suitably cheesy alliterative title such as *Terrible Trapeze Trick Troubles.*

Throughout this production runs an upbeat, funky little tune. The only real criticism to be aimed at this charming piece is that it's missing the whaps, whops, splats and crunches that really should accompany the little green blob's numerous misfortunes.

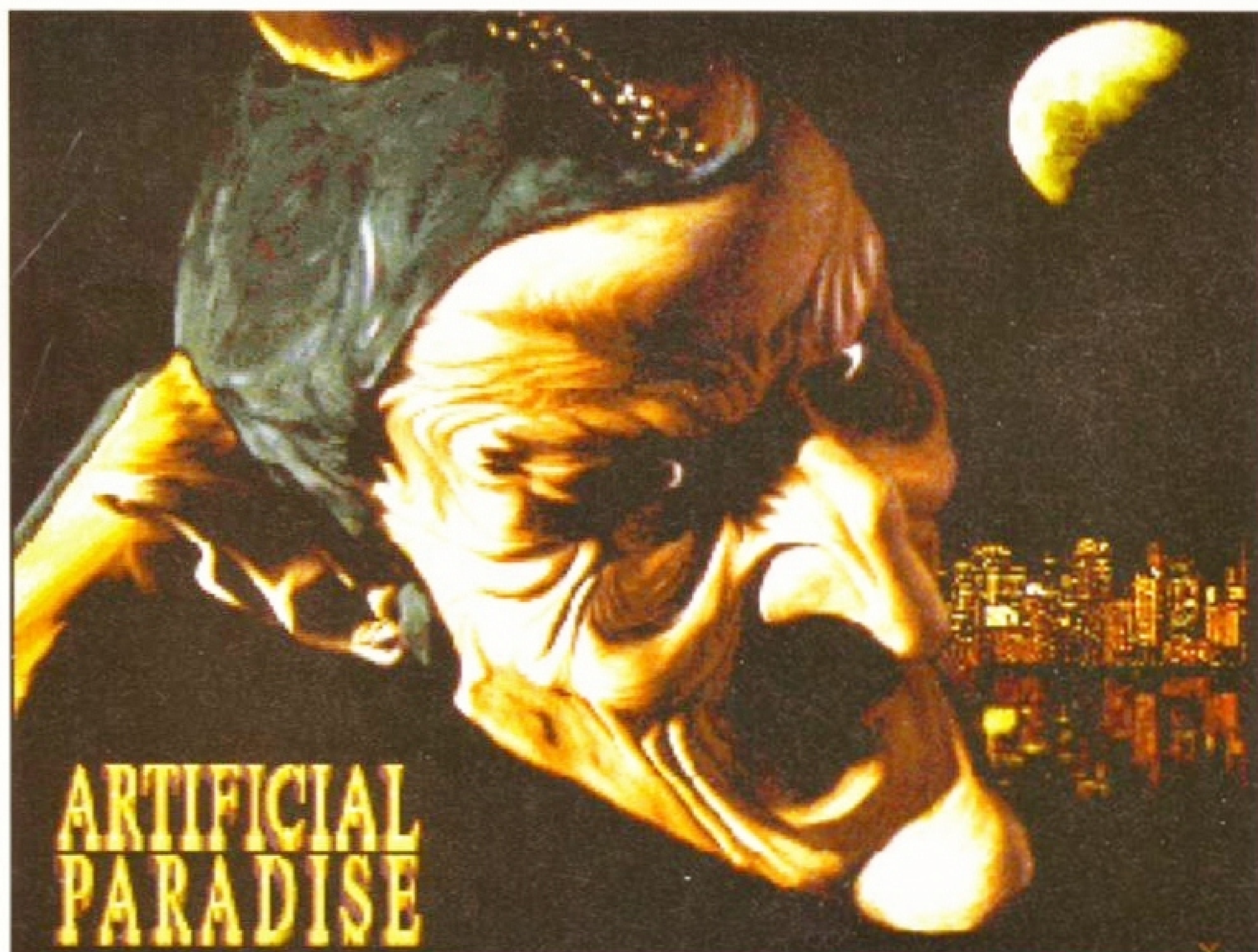
There's no danger of being entertained with Rage's ***Maximum Overdrive*** (Jorvik) however. Technically impressive, it's a video which runs for just under four minutes and features a bunch of blokes riding around a Scandinavian town in a Volvo. Various close-ups of well recognised logos – such as BP, Volvo and even the one for disabled toilets – are indulged in. It leaves the viewer wondering what on earth is going on.

Positive aspects are the length of the video and the fact that Rage can only get better. To do so, they could study some television advertising or pop videos to achieve a cinematic narrative – to avoid hazards such as the amateurish and boring 20 second opening shots of the Commodore logo.

Melon Design's latest offering is called ***Booodemo***



BOOODEMO: The good thing about Demo Zone intros is that they always use stunningly pretty imagery, such as this picture. *AF*'s arty people love it. It makes their job so much easier.



ARTIFICIAL PARADISE: Mix a little marketing myopia with coding arrogance, and you'll probably end up with something like *Artificial Paradise*. Impressive to other coders. A bit of a drag to anyone else.



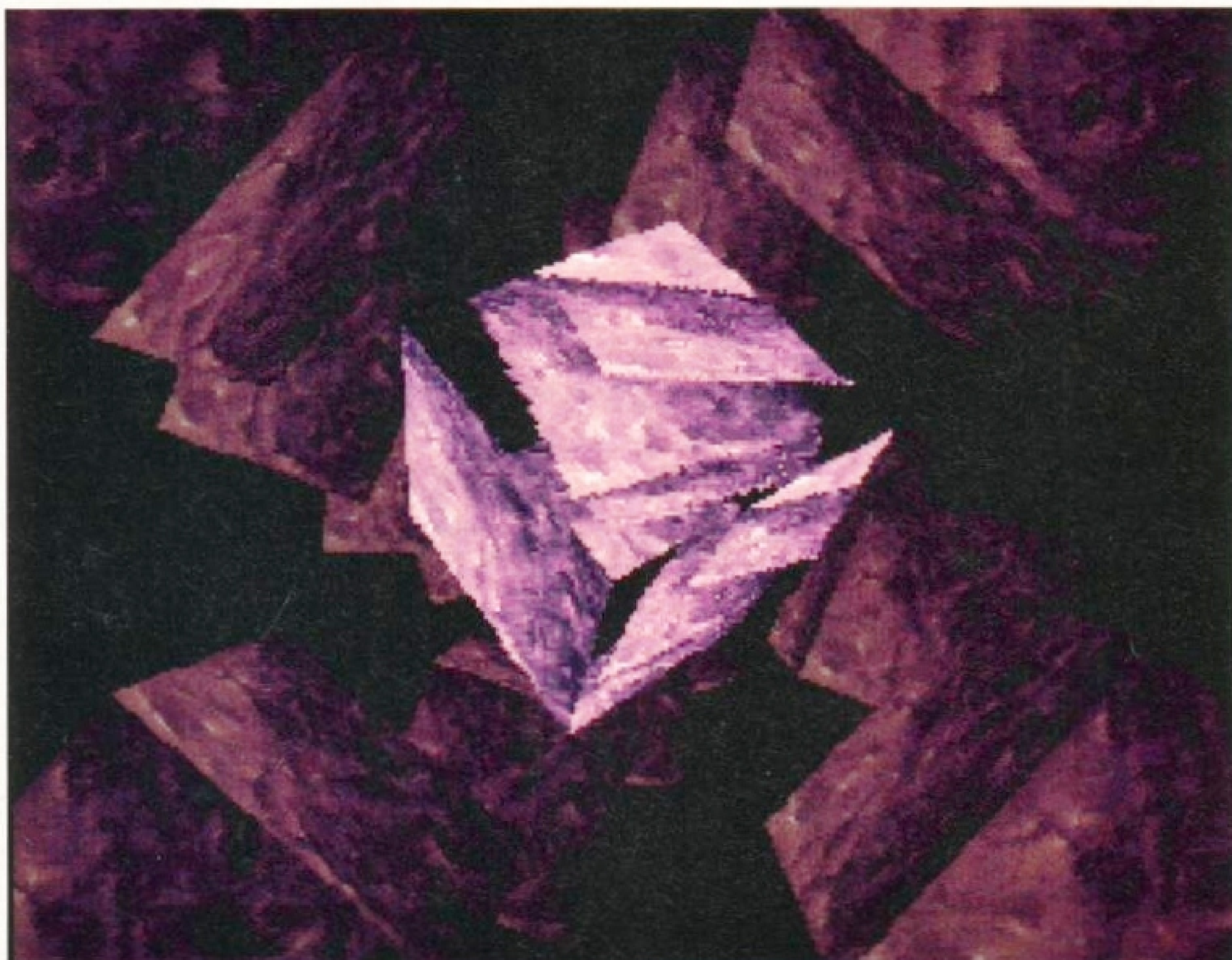
COMPLEX: REAL AGA: Image-mapped cubes eh? Bet you haven't seen that in an AGA demo before.



MINA OMISTAN: Informational insurrection. Surely that's a concept worth looking into?



MINA OMISTAN: Humour and intensity. What a brilliant combination.



COMPLEX: REAL AGA: A technically excellent demo. No-one could claim otherwise. What we want to know is why the whole experience is so completely snore inducing. Come on Complex, entertain us.

(Choice Software). This features some of the highest quality sounds and samples you're ever likely to hear from the Paula chip. It contains two tunes: the first is a frantic tinkly bonk affair and is overlaid with a manic-sounding Japanese voice. You'd be forgiven for thinking that the sound was sourced from an FM radio – it's that good.

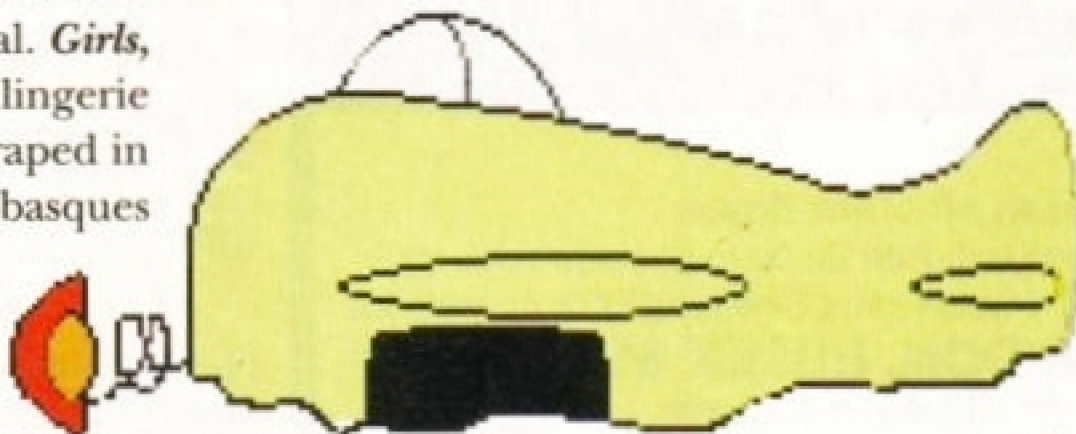
As soon as the manic first tune is over, you're treated to a Jimi Hendrix rendition of *Foxy Lady*. Some 7Up-style graphics complement the music. All in all, it's an entertaining offering.

Leaving the entertainment arena, it's time to cover a couple of slideshows supplied by a new PD house, Club 1200, an offshoot of Choice Software. Both shows offer little to the demo scene other than their ubiquitous lack of general appeal. ***Girls, Girls, Girls*** is a pointless exercise in lingerie lasciviousness with several beautiful girls draped in various titillating outfits from teddies to basques lounging around interior locations.

If it isn't sexy girls, then it must be *Star Trek*. Another offering from Club 1200 is a selection of ***Second Generation*** piccies. (More of which are available from EM Computergraphic on 0255 431389.) There's not much more to be said about this slideshow, other than mentioning that the quality of some of the grabs could be better.

On the subject of quality, NGC's ***Artificial Paradise*** AGA (Choice Software) has much to commend it, but also much to condemn it. It blasts off with a roller coaster-style ride over the

THE FLYING ZAMBINI BROTHERS: Poor little green blob. While his brothers parachute to safety, he's been flattened by this plane.



top of a texture-mapped landscape. This demo's a good showcase for the power and potential of future A1200 flight sims.

However, it digresses into a spirograph swirly line display, and although it may be mathematically sophisticated, you'd be better off watching the standard Workbench 3.0 blanker routine. The colour cycling shape shifting routines that follow are reminiscent of the old lava lamps of the 70s – in that they make you feel sick.

Directly after these routines, a gratuitous sexually explicit image appears. If there was a point in it being here, *AF* wouldn't condemn it. Unfortunately, there's no immediately obvious reason. You can only conclude that it's a poorly judged adolescent prank. Shame that.

Artificial Paradise wraps itself up with a well executed texture-mapped tunnel. There's no great entertainment value in this one, so you'd better give it a miss.

All of the above demos had something redeemable about them. But ***Mina Omistan*** (Cynostic) simply blew the competition away with its slickly presented MTV-style fast cutting video narrative. It attracted the attention of technophiles and technophobes alike, which has got to be a good thing.

Overall, this month's Demo Zone offerings were pretty lacklustre (apart from *Mina Omistan*, of course). Sure, there are plenty of technically impressive events. But considering the potential and power in the computer demo medium, don't you think it's about time we demanded more from the coders in the way of imagination?

It's not good enough any more to be technically proficient. You have to entertain as well. Nothing could be simpler than *The Flying Zambini Brothers*, for example. It succeeds with a great mixture of character, pace, humour and narrative. A formula which sadly eluded most of the other offerings around.

TOP 10 DEMOS

The kind supplier of this month's top 10 demo chart is:

CYNOSTIC
0203 681687

1. Real (Complex)
2. Corinne (Dream Dealers)
3. Mindfield (Megawatts)
4. Cuzco (Oxygene)
5. Taste the Difference (Ram Jam)
6. Lethal Dose 2 (Faculty)
7. Go with the Flow (Drog)
8. Mina Omistan (Movement)
9. Fresh Flavour (Eskimos)
10. I Feel Good (Spasm)

WHERE TO GET THE DISKS IN THIS ISSUE

CYNOSTIC: Office 01, New Enterprise Centre, Little Heath Ind Estate, Old Church Road, Coventry CV6 7NB. Tel: 0203 681687

JORVIC: 22 Hemlock Avenue, York YO3 9DG. Tel: 0904 624637.

CHOICE SOFTWARE: 144 London Road, Highfields, Sheffield S2 4LT. Tel: 0742 555894.

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ISSUE 48: Sensational *Syndicate* Coverdisk demo, plus an eight-page tutorial on how to create your own demos.
ISSUE 49: *Stardust* and *Genesis* Coverdisk demos, an *AF* special feature on the wonderful world of 3D graphics, plus joystick and accelerator round-ups.
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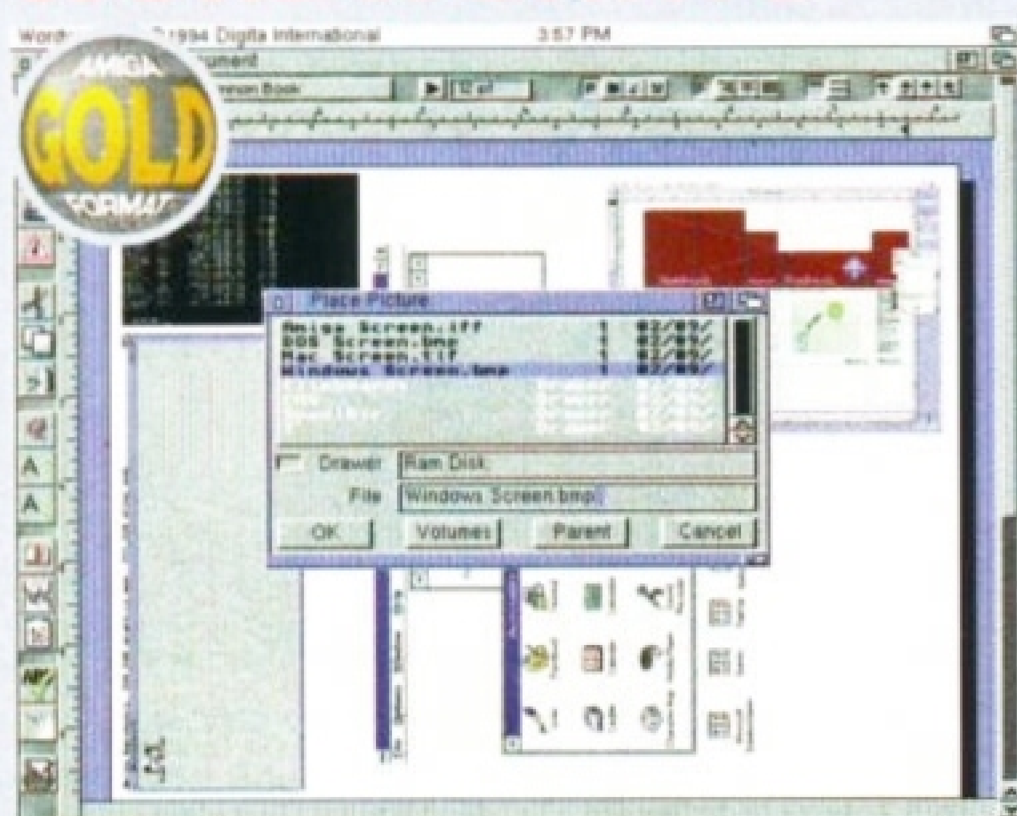
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MAIL ORDER

Every month we search high and low to select the very best in Amiga hardware and software and offer it to *AF* readers at bargain basement prices.

WORDWORTH 3



If you were impressed by *Wordworth 2*, you'll be completely bowled over by its recently-released big brother *Wordworth 3*. The new version has several features that are totally new to Amiga word processing software. These include editable pop-up gadgets, font-sensitive requesters and a user-editable tool bar – the main control panel – which can be arranged down the side or across the page.

Wordworth 3 (*AF* Gold 92 per cent, Issue 59) is a prince among word processors.

save £50

Description	Wordworth 3
RRP	£149.99
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WORDWORTH 2



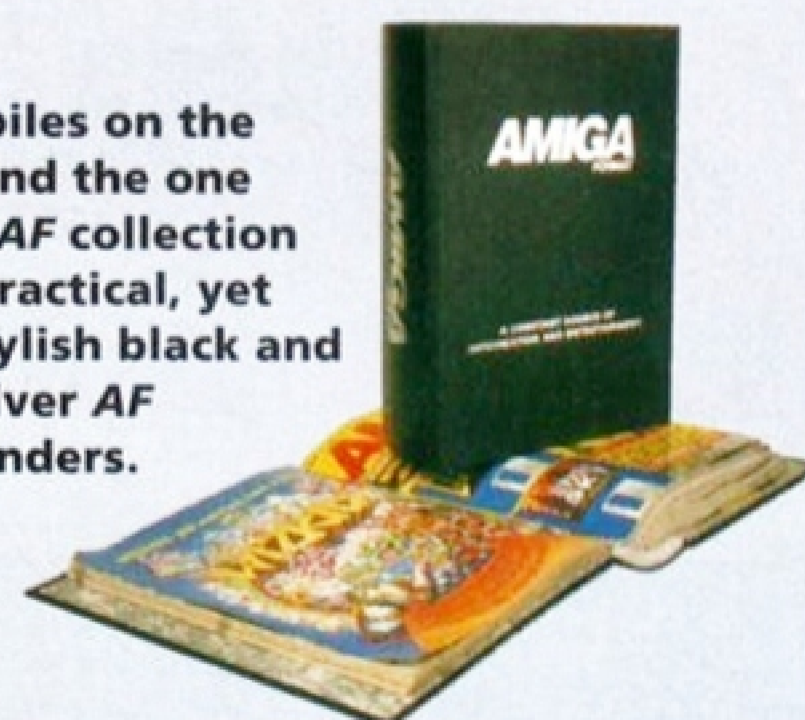
Although it has now been overtaken by *Wordworth 3*, this is still an excellent word processing program, especially at this price. *Wordworth 2* from Digita is powerful, fast and packed with features such as Intellifont, which enables you to use fonts from 4 to 800 points in size, mail merging, a large dictionary and thesaurus, and an indexing system. Reviewed in *AF41*, *Wordworth 2* scored a golden 91 per cent.

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Beneath A Steel Sky (reviewed *AF57*, 94 per cent) is an absorbing and compelling graphic adventure from Revolution Software featuring brilliant graphics by cult comic book artist Dave Gibbons. One of the very best Amiga graphic adventures.

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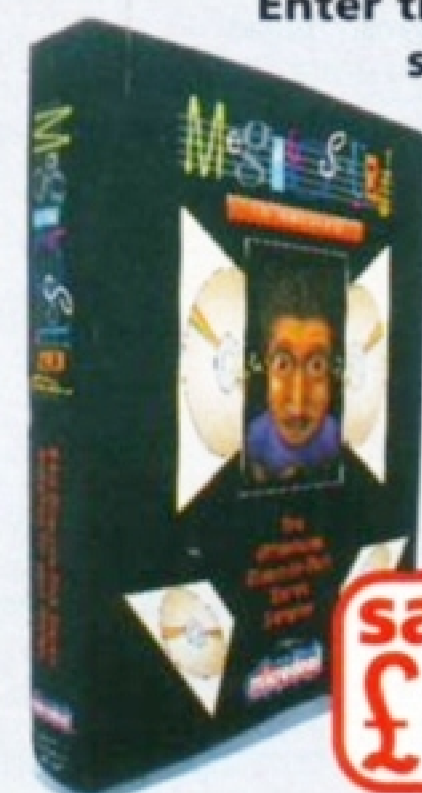
GRAPHICS WORKSHOP MANUAL



Graphics Workshop is a drawing package so special that, along with all the normal tools, you also get some powerful extra utilities and ANIM and Animbrush forms of animation. Get the most out of the incredible *Graphics Workshop* with this illustrated instruction book and tutorial guide (with a special tutorial disk).

Description	GW Manual
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MEGALOSOUND



Enter the exciting world of sound sampling with MicroDeal's brilliant *Megalosound* sampler. *Megalosound* enables you to grab your own samples, edit them to suit your requirements, and then mess them up again with *Megalosound*'s many fun effects.

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MIDI INTERFACE



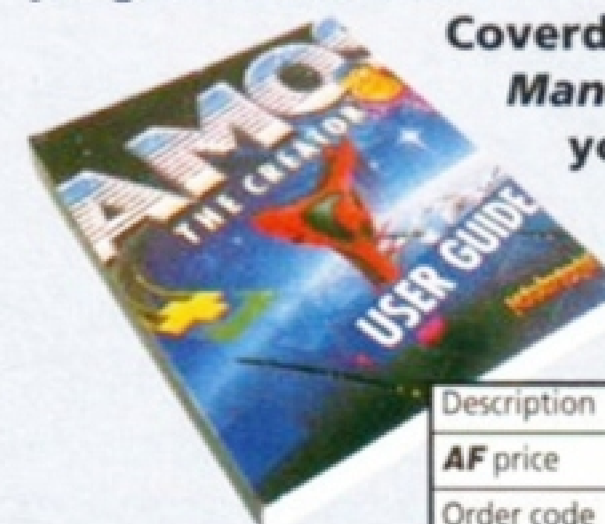
Push your Amiga's musical capabilities to its limits with this fully-featured MIDI interface which enables you to connect synthesisers and drum machines to your Amiga.

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AMOS MANUAL

If you want to get the most out of *AMOS The Creator*, you need this complete manual, which includes an Extras disk with all the example programs we couldn't fit on the *AF42* Coverdisk. The *AMOS Manual* will make your *AMOS* career more creative!



Description	AMOS Manual
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TECHNOSOUND TURBO 2

Like the original *Technosound Turbo*, version two of this sampler from New Dimensions enables you to grab digitised sounds and sequence them into compositions. But it also features many improvements and new functions, including direct-to-hard disk recording, and a built-in tracker. The package also contains a digitiser and a set of audio leads. Reviewed in *AF51*, it scored a hefty 88 per cent!

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Description	Technosound Turbo 2
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VISTA PRO LITE

This amazing fractal landscape program from Meridian enables you to build your very own scenery on your Amiga. Then you can animate it to create stunning fly-bys, or include it as a background in your own games, pictures or 3D renders. And it even works on standard A1200s. Reviewed in *AF58*, *Vista Pro Lite* scored an impressive 86 per cent.

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Description	Vista Pro Lite
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MUSIC-X 2

This sequencer package (85 per cent, *AF60*) is one of the most ground-breaking releases since the original *Music-X* made such a huge impact in 1989. *Music-X 2* is a full MIDI sequencing package for controlling synthesisers, drum machines and other MIDI equipment, or you can use it with internal Amiga samples. The leading sequencer for the Amiga.

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Description	Music-X 2
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BLITZ BASIC 2

This powerful and flexible *BASIC* programming language from Acid Software has faster compiling and coding, new commands, and everything from C structures to an inline assembler. The package includes a manual, user guide, four issues of the *Blitz User Mag* and five disks packed with extensions, games and examples.

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Description	Blitz Basic 2
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MONEY MATTERS 3

This excellent home accounts program is easy to use, flexible, powerful and fast. *Money Matters 3* includes features that enable you to view the data in the form of graphs or pie charts to help you keep track of your cash. *Money Matters 3* scored a tremendous 85 per cent when it was reviewed in *AF54*.

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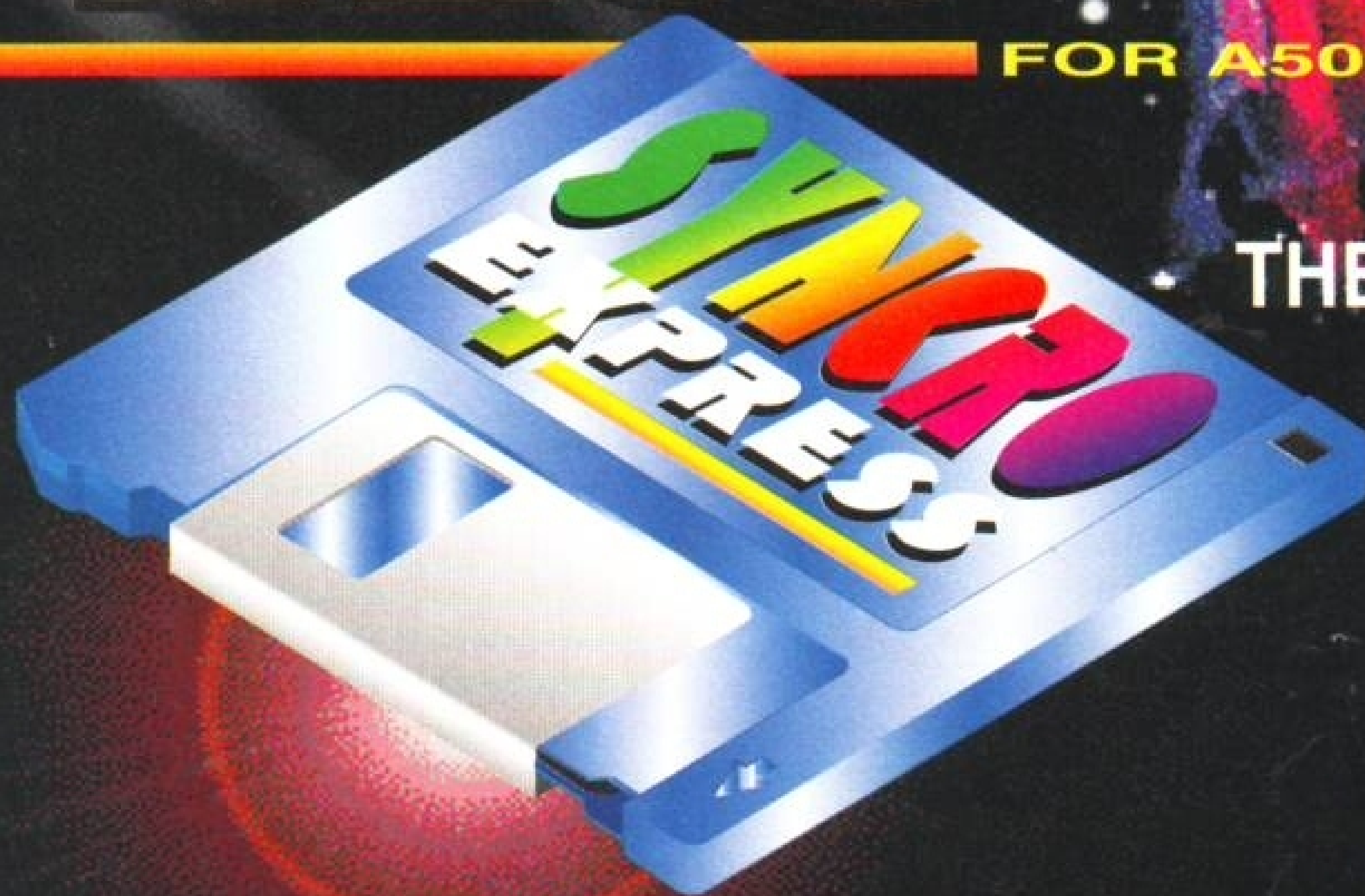
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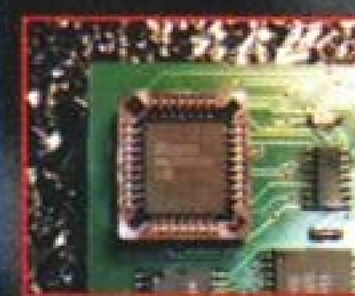
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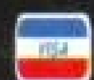
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CALLERS WELCOME

WorkBENCH

If you've got a problem, share it with us (as long as it's Amiga-related), and we'll do our best to solve it. So, if something's bothering you, get it off your chest by writing to: Workbench, *Amiga Format*, 30 Monmouth St, Bath, Avon BA1 2BW.



Imagine there's no memory... a lot of people haven't got enough RAM for *Imagine 3.0*.

IMAGINE ALL THE PEOPLE

Although *Imagine 3.0* appears to install on to my hard drive correctly, the program refuses to run. When the icon is selected the hard drive is accessed and the message: Attempting To Load Program Imagine. Int, appears as you would expect, but nothing happens after that. Disk activity ceases and the Workbench remains as it was.

Sometimes attempts to load the program cause the machine to crash, with the message: Program Failed (error 80000006)! My machine is an unexpanded A1200 with a 130Mb hard drive and second floppy. All my other software still works without any problems. I would be grateful if you could suggest a solution to this problem, because the last thing I want to do is have to return the program for a refund after waiting six months for it.

A Reeder, Reading

Firstly, can I say that the *Imagine* offer was organised in conjunction with Impulse. They are responsible for the delay and the poor instructions provided with the program. I am sorry if you have suffered any inconvenience because of the delay in getting *Imagine 3.0*.

Your problem is that you don't have enough memory to run the program properly. You need at least 3Mb to use *Imagine 3.0* and I recommend at least 6Mb to use the software to any great depth. Under the circumstances, I'm sure that you will be offered a refund. Call our Mail Order department on 0225 822511.

More strangely, some people have contacted us saying they have been having problems with loading objects into *Imagine 3.0*, corrupting hard disks and all sorts of other peculiar things. We have failed to reproduce these errors in the *AF* office, but if you have a similar experience or could shed some light on these problems, please write in and let us know.

EXTERNAL FAILURE

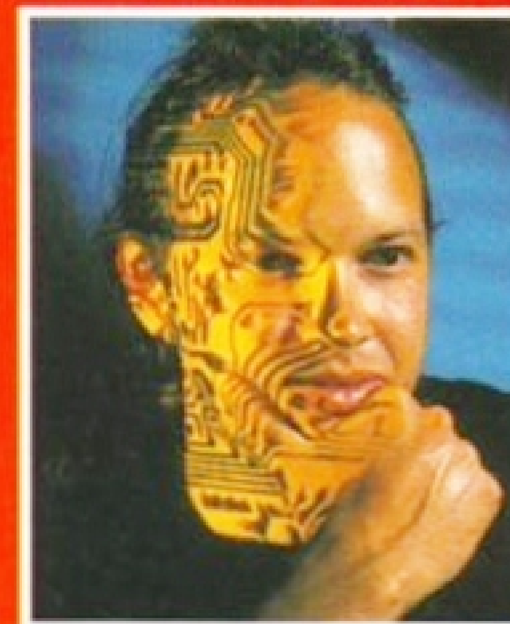
My Amiga 1000 has an Escort 2 expansion and two external disk drives. Recently I had problems with Kickstart and then Workbench and therefore sent the A1000 away for servicing.

I mainly use *Gold Disk Office* for word processing and spreadsheets but unfortunately all the disks on which I have stored my work are coming up as Read/Write Error, Use Disk Doctor. I am also unable to initialise any new disks.

A friend suggested you might be able to tell me what the problem is, or at least point me in the right direction. I want to know:

Continued overleaf ➡

IF YOU HAVE A QUERY...



Nick Veitch

At *Amiga Format* we aim to answer as many questions as possible, and hopefully to sort out all your problems.

Of course there are always more questions than answers, so we have to prioritise queries according to the following factors:

- **Frequency.** If a lot of people seem to be having problems with their Supersonic KY3000 printers, then we will print one letter and the definitive answer, encompassing all the most frequently posed problems.
- **Difficulty.** If the problem is actually something which only someone with some insider technical knowledge would be able to solve, it is more likely to be answered in these pages than a problem which arises simply because you haven't read the necessary documentation.
- **Impact.** Quite simply, a question which involves you not being able to use your machine or some peripheral or software will be given priority over a difficulty which is little more than a slight inconvenience.

Unlike some magazines we won't just concentrate on the areas of expertise we are most familiar with, we will take on any problem (as long as there is an Amiga involved). As you will appreciate, we do get a lot of Workbench questions every month. If you want to get yours noticed, here are a few tips:

DO
- Be concise.
- Detail the actual problem as best as you can.
- Where applicable, describe the sequence of events that caused the problem.
- Give details of the equipment you are using (including which version of Workbench and which model of Amiga you have).
- Make sure your question is relevant and wouldn't be more easily solved by getting in touch with the dealer from whom you bought the goods.

DON'T
- Spend three pages telling us about your Aunt Ethel and only then explain your problem.
- Write in with questions such as 'I added a hard drive to my machine and it doesn't work. What can I do?' (Which machine? Which drive?)
- Send an SAE expecting a personal reply. The chances are extremely slim.

Please bear these points in mind and remember that we are trying our best to help you.

PCMCIA UPGRADES

I own an Amiga A1200 and desperately want to upgrade it. At present it is the standard A1200 with a Cumana external disk drive and a Star LC200 printer.

1 **Could I buy a memory expansion with a SCSI adaptor and an A570 CD-ROM drive for my A1200, would this work?**

2 **I have noticed Indi Direct Mail (page 136 *AF60*) are selling a new type of PCMCIA card which holds either 20Mb (£139.99) or 30Mb (£169.99). It seems very cheap as a 4Mb PCMCIA card costs around £180 and the new Zappo card (well it's actually a small box) holds 30Mb for only £170. Can this new Smart Stor PCMCIA device be used as a small hard disk drive?**

1 *You could get the GVP RAM+ SCSI board, but the A570 doesn't work as a SCSI device I'm afraid. Why don't you consider buying the Zappo CD drive (£199.99), which not only works, but is also CD³² compatible. See the review on page 98 of this issue for further details.*



The Smart Stor is not a memory expansion, but a very small IDE interface with a hard drive mechanism.

2 *The Indi PCMCIA card you refer to not only works like a hard drive, it is one. The Smart Stor is just an IDE interface with a small drive mechanism. However, you should bear in mind that this will NOT increase your RAM capacity, only your storage space.*

← 1. How do I retrieve the information on my disks – bearing in mind that I am a novice?
2. What is a *DiskDoctor* and where do I get one?
3. Can you give me the names and addresses of any specialist to whom I can send my faulty disks, so they can retrieve the information and put it on to paper and/or disks.

Melvyn Jones, Powys

Cor, an A1000 – that's a piece of history that is. I'm not surprised you're having problems with Kickstart and Workbench, you must have upgraded your machine quite a bit just to get some of your software to work at all.

DiskDoctor is an old utility which was supplied with Workbench, but later dropped because it was no good. You should use a disk recovery program such as the excellent PD program *Disksalve*. Check out the PD ads near the PD section for details of where to get hold of a copy.

As for your problem: if one drive wasn't working, I would think it was probably an alignment problem, but as both are out of action, it could be that the Gary or Paula chips in your machine are damaged. You should return it to the place that serviced it, complete with the external drive, and ask them to repair it under warranty.

NO RAD

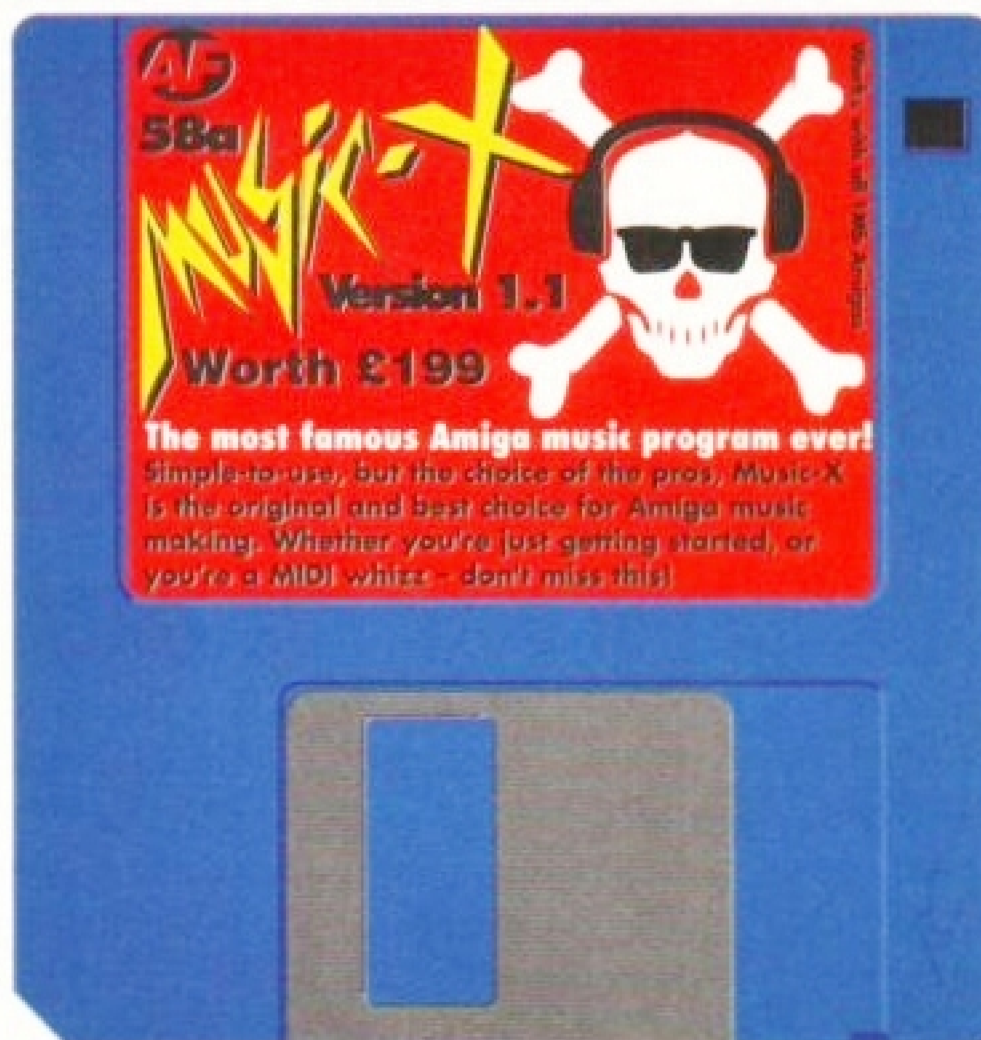
I have an A1200, with Workbench 3.0. I have recently been trying to program a RAD disk and I followed the instructions that you printed in Workbench in Issue 60, to help Chan Mitchell and Angus McNanny.

I opened Ed and typed in the instructions, saved it as devs:RAD, created an icon and changed the default tool to c:mart. But when I click on it, it comes up with a message saying: Cannot Open Tool C:mart. My Amiga is a standard A1200 and is totally unexpanded. Have you got any suggestions about what's going on?

Stephen Shephard, Newcastle upon Tyne

Yes, you should read the magazine more carefully. You should set the Tool Type to C:Mount you silly person, because the Mount command is in the C: directory of Workbench. Seriously though, a lot of people seem to resort to calling us up or writing in as soon as anything goes wrong. It could save you (and us) an awful lot of time if you read the magazine more carefully.

THIS IS AN X KEYBOARD



You can only use your music keyboard with *Music-X* if the keyboard is MIDI compatible.

I want to use my version of *Music-X Junior* to record from my Yamaha keyboard and run this into my A600 by way of a MIDI interface. The problem is that my keyboard has no five-pin midi output – it only has a stereo headphone socket.

Can you recommend an inexpensive way of recording from the keyboard on to the *Music-X* computer files?

C E Sears, Cornwall

You don't say which model of keyboard you've got, but if you don't have any MIDI outputs, it's safe to assume that your keyboard is not MIDI compatible. I'm afraid that this means that you won't be able to use any Amiga software to record your tunes – sorry.

JARGON BUSTERS

PCMCIA – Personal Computer Memory Card International Association. This is the name given to the standard adopted by Amigas with a credit card slot. This interface can be used for more than just memory cards – hard drives are already available and sound samplers are not far off.

VLSI – Very Large Scale Integration. A term applied to silicon semi-conductor components. Basically, it just means that there are an awful lot of semi-conductor connections in one package. These chips are usually PLCC or PGA components

PLCC – Plastic Leadless Chip Carrier. A method of fitting chips with a large number of connections on a circuit board. The chips are square and have no legs, but a series of connectors around the edges. These fit into sockets mounted on the PCB. The old Agnus is the classic example of an Amiga PLCC device.

PGA – Pin Gate Array. An alternative, though less popular way, to mount complex chips on a PCB. The chip has an array of many pins underneath which plug into a square socket. Many FPU chips are of the PGA variety.

PCB – Printed Circuit Board. This is the actual surface on to which all of the electronic components of your Amiga are mounted. The PCB includes conductive tracks, usually made from copper, which link all of the components together.

SPELLING IT OUT

Is it possible to copy the spell checker from *Wordworth* into RAM to make it quicker? I tried to do this with my A1200 by opening the RAM disk icon in Workbench and dragging the spell checker floppy disk icon into the RAM disk window. Although it copies itself into RAM, when checking a word, *Wordworth* asks for the spell checker disk to be inserted into the drive after which it reads directly from floppy instead of from RAM.

A.Bashir, Essex

HOW TO MAKE MORE OF THE CD32

I hope that the following information will help people who, like myself, have a CD32 but want to use it for more than just playing games.

It is possible to use a CDTV keyboard with a CD32... BUT not all keyboards are compatible. The fault lies with a chip in the keyboard and apparently certain revisions of the chip will not work with CD32.

As for the difference in connections (the CDTV keyboard plug has five pins and the CD32 port has six positions), it's possible to buy an adaptor to overcome this problem. I bought mine from Almathera along with my keyboard, and I have been using it for some three months now.

For those who wish to use the CD32 as a ROM drive, then look no further than the serial kit (also available from Almathera), which enables the user to easily download data from CDs. Please find enclosed some hints which may help anyone wishing to use this method.

All references to the CDPD disc apply to the CD with the *Sernet* software installed. Also note that the host machine is the one on which you are using the keyboard and mouse.

1 The normal CLI commands tend to confuse the issue, so it may be easier to use *Directory Opus* or *SID* to copy files, display them and generally move them about.

2 Remember that if you intend to use a CDTV keyboard you require an adaptor.

3 Don't forget that you need two display devices (I use a monitor and a portable TV).

4 Don't forget to install *Sernet* on to a different disk before starting.

5 This method sets up a device called Network on the host computer's Workbench screen.

To enjoy this software/hardware combination you need patience because the transfer rates are quite slow. Using the methods outlined below it is possible to read PC discs as well as Amiga ones. I have tested it out on a PC magazine coverdisc and managed to get a listing of all the files on the disc (follow the guidelines for changing discs). Set you serial preferences to the following:
19200 Baud
XON/XOFF
8 Data Bits
No Parity
1 Stop Bit
And then:

1 Connect up both machines (ensure the power is off to both Amigas).



It's possible to use the CDTV keyboard with a CD32, and to effectively turn the CD32 into a ROM drive.

2 Switch on and boot both machines. The CD32 Amiga with the CDPD disk in and your host machine with the D/Sernet disk inserted.

3 Now click on the Sernet-Start icon on both of the machines.

4 On the CD32 screen a window appears entitled DNet System. On the host machine a window appears entitled DNet: Don't Close so don't close it because this terminates DNet.

1200S AND CDS

I wonder if you could give me some of your expert advice on the 1200CD and the CD³². Which has the faster transfer rates, the 1200 CD-ROM connected via the trapdoor or the CD³² connected via the *ParNet*?

If I connect the CD³² to my A1200 will I be able to use the 2Mb Chip RAM and will I still be able to use the trapdoor expansion?

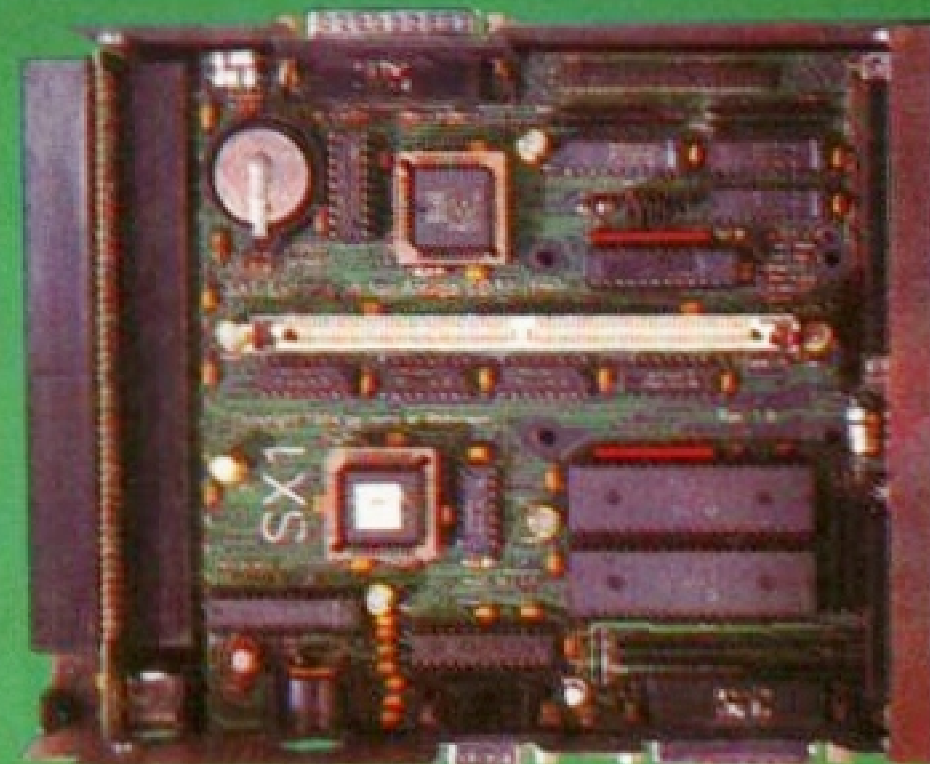
What is the disadvantage of using the CD³² in connection with my A1200, if any, other than the fact that it costs about £50 more than just adding the 1200CD?

Now for something completely different. If I add some Fast RAM does this increase the speed of games such as *Gunship 2000* and *Formula One Grand Prix*?

Séan Lyttle, London



The A1200 CD-ROM drive has faster transfer rates than a CD³² connected to an A1200 with *ParNet*.



The SX-1 enables you to transform the CD³² into an A1200. Turn to page 108 for a full review.

The CD-ROM drive interfaced directly to the A1200 has a faster transfer rate than the CD³² connected with *ParNet*. Also, to even run *ParNet* on a CD³², you will need the SX-1 expansion reviewed on page 108 of this issue.

If you get the SX-1 and connect the CD³² via *ParNet*, then that is the only port used on the A1200, so you can still use the trapdoor slot. The disadvantage of using the CD³² with the A1200 is that it's very slow. And finally, yes the games will run faster.

All you need to do is use the Assign command. In the Shell, type ASSIGN xxx: RAM:, where xxx is the name of the disk your software is asking for.

VIRUS WORRIES

My questions are: can I truly trust my virus killers; why does *MVK 3* crash the system when it's checking disks; and why is the original Workbench disk accused of having the Saddam virus by *BootX*?

When I check for the virus in disks with that kind of problem some of them are accused of having the Saddam virus. I tell the *Disk Validator* program to kill the virus and it tells me that it's been successfully eliminated. When I try to copy a new disk it sometimes works but sometimes it doesn't. Some of your Coverdisks have no *Disk Validator* and they work fine. Why?

Hugo Monica, Portugal

Disk Validator is a small program which corrects the checksums in the directory tables and at the end of every block. The checksums only change when the contents of the disk are altered. This means if you are not going to be writing out any data, there is no need for *Disk Validator*.

I reckon that your virus checkers are confused. Get a copy of a disk salvage utility such as *Disksalve* (PD), *FixDisk* (PD) or *Ami-Back Tools* (Ramiga International: 0690 770304, £50). These programs reconstruct your disks and correct the checksums (which will prevent the read/write errors).

Throw away *DiskDoctor*, it is useless. In fact, it could be the cause of some of the damage on your disks. Get hold of a recent version of *Virus_Checker* and your problems should be over.

MONITOR MADNESS

I have a MicroVitec 1438 monitor to use with my A1200 and I need to use the highest possible resolutions for desktop publishing, word processing and computer aided design packages.

When using double PAL or double NTSC modes everything is fine for about an hour or so and then parts (and I mean only parts, not the entire screen) begin to flash and jump. This affects both the Workbench and any applications run from Workbench or from the hard disk. I have no problems when booting games and applications from floppy, presumably this is due to them setting their own screen mode. Also, when a menu is selected, odd lines of pixels flash alongside it and the jumping and flickering of other parts of the screen become worse.

I contacted Silica about the problem and they immediately sent a replacement monitor. Unfortunately, the replacement behaves in exactly the same way as the original! I am therefore left with the conclusion that I have a Workbench or hardware problem. I have tried all the combinations of screenmode and overscan, as well as various boot display options, and the only way I can find to avoid the flashing pixels is to use PAL hi-res from first booting up.

Edward Simmins, Devon

It sounds to me very much like an overheating problem with your A1200. VLSI chips like the ones used in the A1200 are sometimes prone to static

Continued overleaf ➡

5 On both screens a window appears entitled DNet V2.01.10. Three items are available on the menu: Quit, Sendbreak, which clears the serial line for setting up the connection (if you choose this one a small character appears in the DNet window of the CD³²) and Start DNet which starts DNet.

6 In the DNet System window on the CD³² you will see a message saying DNet Running.

7 Two windows open on each screen, FTerm and STerm, these are for typing messages between machines. This is not my aim, so I close them.

8 Then in the DNet System window (on the CD³²) a message appears saying: Starting Server: dnet: sterm DNet. Server. 8195.

9 Open a Shell window on the host machine and type SNET: the prompt should change to Network:> This means that the Network device has been mounted. In the DNet System window (on the CD³²) a message appears: Starting server: dnet:netdnet-server DNET. SERVER. 9492.

10 In the Shell window on the host machine, type the name of the disc in the CD³² drive. The name is on the CD³² Workbench screen, but you may have to move some windows to find it.

11 The prompt then changes to Network: Name Of Disc:> (Where Name Of Disc is the name you typed in) such as ;Network: CDPD:>

12 Double click on the Network disc icon that appears on your host machine's Workbench screen and then choose Show All Files from the Window menu.

13 An icon should appear, representing the CD.

14 Double click on the icon and if everything has gone properly the entire contents of the CD are displayed in the window.

Changing Discs:
Follow Steps 1 to 9 (inclusive).
Remove the CD and replace with the target disc.
Step 10: Type in NameOfDisc.
Follow steps 12,13 and14 as above.

Many thanks to Almathera Systems (especially Paul Ralph) for their patience and for providing the Serial Kit which comprises of:

- A Serial/Keyboard port adaptor for the CD³².
- A Null-Modem Cable.
- The *D/Sernet* software (on floppy disk).
- The CDPD 1 disc which contains the necessary software for the CD drive as well as Fish Disks numbers 1 – 660, some 300 odd modules, *NComm*, *ParNet*, *ProTracker* and lots more.

So this may prove to be a way for A1200 owners to have the use of a CD-ROM and the added bonus of the FMV feature as well.

Also, can anyone help me track down some instructions for a GEC Datachat 1223 modem? I have been told it runs at 1275 baud, (transmitting at 75 and at 1200). I think some of the trouble I am having is due to the very low speeds it works at? I also need the number of a BBS that supports these speeds and has a Sysop who doesn't mind helping out a complete comms beginner.

Paul Ferguson, North Devon

Well, thanks very much for that very extensive and detailed guide to serial connections. It should be pointed out that a network operating in this way would be quite slow. The only other comment I would make is that the A4000 keyboard also works fine with the CD³².

As for your modem, I think you will have great difficulty. The Amiga's serial port will not work effectively on a split serial rate. If anyone runs an Amiga BBS supporting this rate, I'd like to hear about it.



A monitor is a man's (and presumably a woman's) best friend – but only when it works properly.

⬅ and heat failure. If your A1200 is still under warranty, I would suggest that you get it replaced straight away. I have no idea why your monitor should work without any problems in hi-res mode. Does anyone else have any suggestions?

MINI OFFICE WOES

While using the database on *Mini Office* on my A1200, I noticed that one of my files had saved as a template but not as a full database.

When I tried to load this template, I got the message: An I/O Error Has Occurred, and it wouldn't load. Now whenever I load a template I get the same message, and the same thing happens when I load a database except it adds that the template can't find any records associated with it. How do I get it back to normal?

Kathy Dean, Bolton

I have never come across this problem before, but it sounds to me as though your disk may be corrupt. Try running some disk recovery software and see if this helps. If all else fails, why not give Europress Software a call on 0625 859333?

BASIC QUESTIONS

I have an Amiga 1200 with a 64Mb hard disk and I have a few questions.

1. On a hard disk installed with WB 3.0, where are the fonts kept?

2. Where can I get a null-modem cable?

3. Can I get *BASIC 1.0* for the Amiga, if so where?

Karl Titcomb, Somerset

You will find the fonts in a drawer, called Fonts: cunningly enough. For a null-modem cable, I'd call TriLogic on 0724 691195.

AmigaBASIC is no longer available, which is probably just as well, because it wasn't a very good programming language. Why don't you try *Blitz Basic* (a version of which was on the *AF52* Coverdisk) or *HiSoft Basic 2* which is reviewed on page 118 of this issue.

WHAT A CAD

I am doing a graphics course at school. This involves technical drawing which is possible on computers using a CAD (computer aided design) program. I would like to know if there are any CAD programs on the Amiga. If there are, which ones would you recommend and where I can get them from?

Stephen Lack, Cambridgeshire

Indeed, there are. *X-CAD 2000* is now up to revision 3.2 and is available from Hobbyte who can be contacted on 0727 856005.

In-depth explanation PROGRAMMING LANGUAGES



If you can't find the program you need then why not write it yourself with one of the many programming languages available for the Amiga?

1 There are many different types of programming language available for the Amiga, each of which has its own individual strengths and weaknesses – some are faster than others and some offer greater control over a particular aspect of the Amiga.

Which program you choose to use depends upon a number of different factors, such as what type of program you want to write (games, for example, require a language that produces very fast code) and how experienced a programmer you are (some programming languages are much easier to get to grips with than others).

2 There are primarily two ways of programming the Amiga – the legal one and the not so legal one. If Commodore had its way, every programmer would program the Amiga by calling the routines built into the Operating System. Although this is the only way of working if you want to write applications software that makes use of the Amiga's Intuition system, most programmers find that the OS routines just aren't fast enough for games programming.

3 In order to get around this limitation, most games programmers adopt the slightly riskier approach by programming the Amiga's hardware and custom chips directly, using what is known as, direct addressing or metal bashing.

Unfortunately, hitting the hardware does have it's drawbacks – for one, incompatibility with future Amigas.

4 By far the easiest programming language to get to grips with is that old favourite, *BASIC*. Commodore used to bundle a *BASIC* language with the Amiga (*AmigaBASIC*), but it was dropped with the introduction of Workbench 2.0. Despite considerable pressure from many industry experts, Commodore has never seen fit to rebundle a *BASIC* programming language.

5 The two most popular *BASIC* languages on the Amiga are still Europress's *AMOS* (which was on the *AF42* Coverdisk) and Acid's *Blitz Basic 2* (a version of which was on the *AF52* Coverdisk). Both *AMOS* and *Blitz Basic 2* enable you to program the Amiga's hardware and custom chips directly and can therefore be used to produce high speed arcade games and demos. In addition, *Blitz 2* also offers support for Intuition, making it a better choice for applications programming. *Blitz* produces faster code than *AMOS* but it's a far tougher language to learn.

6 Programming languages usually come in two forms – Interpreters or Compilers. An interpreter works by converting each line of source code into a form that your Amiga can understand on a line by line basis. As each line is performed, the Interpreter then moves on to the next line and converts that into machine code.

Although this process works fairly well, it is rather slow. If, for example, you have a loop in your program that is performed 20 times, the Interpreter has to convert it to machine code 20 times – a rather wasteful process and extremely time-consuming.

7 A Compiler, on the other hand, converts the entire program to machine code before it is run which produces considerably faster code. Most Amiga programming languages are compiled these days – the only interpreted language you're likely to encounter is *ARexx* which is built into the Amiga's Workbench environment.

8 Although you may not have realised it, all Amigas come with at least one programming language (not counting *AmigaDOS* Scripts which are simply batch files). This language is called *ARexx* and it was originally released in its own right as a commercial product.

ARexx is very different from other programming languages. Although it can handle many of the tasks you'd normally associate with a programming language, *ARexx* is what is known as a macro language – it is used to write macros for other programs. A macro is simply a list of instructions (like a program) that tells an existing program (a word processor, for example) how to perform a particular task by listing what steps the program needs to perform to achieve the desired effect.

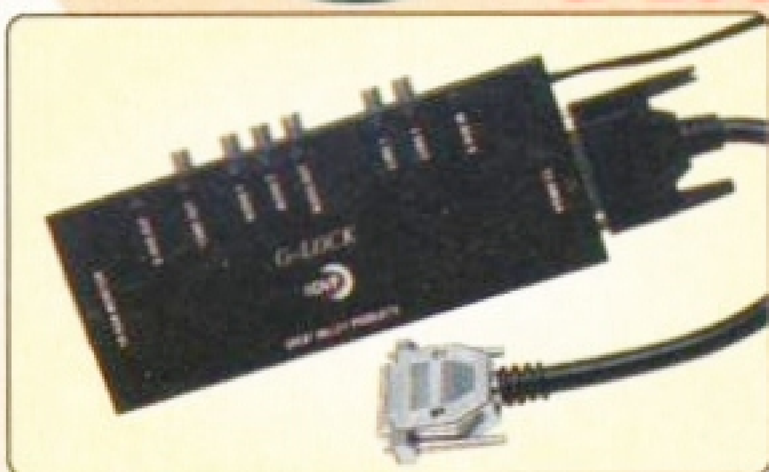
9 If *BASIC* is too er... basic for your particular needs, the two other most popular Amiga programming languages are *C* and *Assembler*. Originally designed for the UNIX operating system, *C* is the ideal language for programming the Amiga because much of the Amiga's operating system was written in C, and therefore you can link your own programs with the OS very easily indeed. If you want to start programming in *C* then get your hands on the book *Complete Amiga C* which will not only teach you everything you need to know, but also comes complete with a fully working C compiler. Check out the advertisement on page 148 for more information.

10 If you want raw speed then *Assembler* is for you. Although *C* is compatible with the Amiga OS, *Assembler* is the natural language of the Amiga's microprocessor. *Assembler* language is difficult to learn but the results are more than worth the effort – virtually all games are written in Assembler because it produces the fastest code of any Amiga language. In our opinion, the best assembler is HiSoft's *Devpac 3* which is available from HiSoft on 0525 718181.



WORLD CLASS AMIGA PERIPHERALS — NEW! PRODUCTS & NEW LOW PRICES

G-LOCK VIDEO GENLOCK
FOR AMIGA 1200



- Simple, Intuitive Mouse-Driven Software Control Panels. Full ARexx, CLI and Workbench Interfaces
- Software Selection of 2 Composite Video Inputs or 1 Y/C (S-Video) Input
- Simultaneous Composite & S-Video and RGB Outputs
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- Software-Driven Video Processing Amplifier Offering Complete Real-Time Signal Processing Control, Including Hue, Brightness and Saturation.
- Software-Controlled RGB Colour Splitter Compatible with Video Digitizers
- Built-in Transcoder Converts Input Video to Composite, Y/C, RGB or YUV Outputs
- Full ECS/AGA Support for Full Compatibility with A1200 and A4000 Systems
- Compatible with Popular Titling Software like AmigaVision™, Scala-Multimedia 200/210/300™ and Gold Disk's Video Director™
- Full Audio Support

This extremely high quality Amiga genlock, from GVP, has an intuition-based software control panel with full ARexx and command line interfaces. It is easy to use and supports most VHS and S-VHS video models. For crisp overlays of scrolling, or static titles, graphics over live video and recording to videotape with high quality results.

GOLD 94%

VIDEO: G-Lock's six video control panels enable you to perform a wide array of special effects on still or motion video including:
- Colorizing for unique visual effects.
- Creating your own "Classic" black & white videos using the Colorkill feature
- Colour filter effects
- High-quality keying effects with bitplane or chroma keying
- Manual or automatic (ARexx triggered) fades and cuts

AUDIO: G-Lock's dual-input audio panel switches, mixes and shapes sound for effects such as:
- Combining stereo channels or separate inputs without a "Y" adaptor
- Treble and bass equalization
- Plus, add DSS8+, see below, or any Amiga created/modified digital audio samples to your final mix

G-LOCK ~~£299~~ **£269** INC VAT - VID 2500

A1230-II 40MHz & 50MHz ACCELERATORS
FOR AMIGA 1200



- 40MHz 68030EC and 50MHz 68030 Accelerator
- Unique Feature Connector for Module Expansion
- Memory Management Unit on 50MHz Version
- Optional 60ns 32Mb RAM Upgrade
- Battery Backed Clock
- Optional 40MHz or 50MHz 68882 Maths Co-Processor
- Memory Management and Cache Control Software
- Kickstart Remapping Technology

The new GVP A1230-II advanced accelerators are available in 40MHz 68030EC and 50MHz 68030 configurations. They can make your Amiga run at least 6½ times (40MHz version) or at least 8½ times (50MHz version) faster than the standard A1200 and feature unique warranty safe module expandability - see right.

MMU OR FPU?
The 50MHz version includes a built-in Memory Management Module (MMU), for more sophisticated memory control. An optional FPU (Floating Point Unit; for faster maths calculations) is available for the 40MHz and 50MHz versions (see below), both have RAM upgrade options (up to 32Mb, see right).

RAM UPGRADES
The A1230-II accelerator combo has two 32-bit SIMM sockets for easy Fast RAM expansion. The following SIMMs can be used in those slots.
- 1Mb 60ns Fast RAM SIMM - (RAM 3216) - £69 inc VAT
- 4Mb 60ns Fast RAM SIMM - (RAM 3246) - £199 inc VAT
- 16Mb 60ns Fast RAM SIMM - (RAM 3286) - £999 inc VAT

SCSI-II EXPANSION MODULE
- A1291 - Fastest SCSI Controller Yet
- DMA SCSI Design • FaaaST ROM Controller
- High Speed, Unique DPRC Technology for Direct HD to Memory Transfer

£59 inc VAT - UPG 1600

NEW LOW PRICES — A1230-II ACCELERATOR

	0Mb RAM	1Mb RAM	4Mb RAM	4Mb RAM + FPU	8Mb RAM
40MHz 68030EC NO MMU	£229 inc VAT - UPG 1240	£249 inc VAT - UPG 1241	£429 inc VAT - UPG 1244	£529 inc VAT - UPG 1246	£629 inc VAT - UPG 1248
50MHz 68030 WITH MMU	£299 inc VAT - UPG 1500	£329 inc VAT - UPG 1510	£499 inc VAT - UPG 1540	£599 inc VAT - UPG 1545	£699 inc VAT - UPG 1580

EGS SPECTRUM 24-BIT GRAPHICS CARD
FOR A1500/A2000/A3000/A4000



TAKES YOUR AMIGA BEYOND AGA!

EGS Spectrum is the answer to all your 24-bit graphics card requirements. It is a high performance, high resolution, 24-bit board that will take any Amiga 1500, 2000, 3000 or 4000 beyond AGA! But the hardware is only half of the picture. Without quality software, your investment will be wasted. Not only does GVP's own award winning graphics application ImageFX fully support EGS Spectrum, but also, using a Workbench driver, nearly all existing Amiga Workbench compatible applications will also work on and support the EGS Spectrum system.

- 2Mb of On-Board Memory
  2Mb gives higher resolutions & more colours (1600 x 1280)
- Programmable Resolutions Up To an Amazing 1600 x 1280 - 800 x 600 in 24-bit
- Real-Time 24-bit Display and Graphics Operating System!
- High-Performance 24-bit EGS-Paint Package for Professional Painting and Photographic Editing
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- Workbench driver to run Workbench directly on the EGS SPECTRUM Board, Freeing Up Valuable Chip RAM
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- EGS Requires Kickstart 2.04 or Higher

EGS SPECTRUM 2Mb VIDEO RAM ~~£399~~ **£349** INC VAT - VID 7320

G-FORCE 040 40MHz ACCELERATORS
FOR A3000/A4000



MAKE YOUR AMIGA THE FASTEST IN THE WORLD!

This is it! Never before has such a powerful processor been available for the Amiga! The G-Force 040 puts a 40MHz Motorola 040, plus built-in 40MHz 68882 FPU into your A4000 (030 or 040) and couples it with up to 32Mb of super fast 32-bit SIMM memory on the board. The Standard board comes with 4Mb RAM - see left for RAM upgrades.

Add one of the two 96Mb memory expansion boards - see left, to take your total memory up to an amazing 128Mb RAM, directly connected to this blazing processor.

For maximum performance, a second optional module will be available soon, for a full 32-bit SCSI2FAST interface, capable of data transfer speeds up to an amazing 10Mb per second!

- Fast 040 Accelerator + RAM for A3000/A4000
- 40MHz 68040 Processor
- 40MHz 68882 FPU Built-in to the 68040 Chip
- Make your A4000/030 at least 12 Times Quicker
- 4Mb RAM Fitted, Expandable to 32Mb on the Board, to a Total of 128Mb via an Extra Card - see left
- SCSI-II Fast Optional (Pricing TBC)

RAM UPGRADES
The standard board has two GVP 32-bit SIMM sockets, one of which is populated with a 4Mb 60ns SIMM. Available options are:
- 8Mb Add 1 x 4Mb SIMM - (RAM 3246) - £199 inc VAT
- 20Mb Add 1 x 16Mb SIMM - (RAM 3286) - £999 inc VAT
- 32Mb Remove 1 x 4Mb SIMM and Add 2 x 16Mb SIMMs - (2 x RAM 3286) - £1998 inc VAT

RAM BOARD UPGRADES
These optional cards have six GVP SIMM sockets to go up to an extra 96Mb. Add that to the maximum 32Mb on the board for a total maximum RAM of 128Mb.

G-FORCE 040 96Mb RAM BOARDS
- 4Mb POPULATED **£399** INC VAT - UPG 0874
- 16Mb POPULATED **£1199** INC VAT - UPG 0896

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Capture sound from an external source and play it back in stereo or mono on your Amiga. The latest version of GVP's Digital Sound Studio (DSS8+) enables you to create audio effects for use in games or jingles.

- New Style High Impact, Clear Poly-Carbonate Casing
- Simultaneously Holds up to 31 Sound Samples in Memory
- Real-time Oscilloscope, Spectrum Analysis, Echo & Reverberation
- AREXX Compatible
- Microphone Input
- MOD File & MIDI Compatible
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DSS8+ ~~[illegible]~~ **£49** INC VAT - MUS 2510

VIDEO EFFECTS
FOR ALL AMIGAS WITH 3Mb RAM



CineMorph from GVP opens up the world of Morphing, the process of converting one image to another to create dazzling special effects. Currently very popular in music videos and feature films, morphing has become the fashionable video effect to use. Now with CineMorph you can create these stunning effects on your Amiga.

- Supports the AGA Chipset
- Static or Full Motion Morphing
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- Fast Render Times
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CINEMORPH ~~[illegible]~~ **£19** INC VAT - ASC 4422

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Image FX is a complete solution for all your image creation and editing needs. It has a vast range of facilities, can read and write to many other different file formats and directly controls a wide variety of hardware.

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- ARexx Compatible
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- Load, Save and Convert to the Following Formats: ANIM, BMP, Clipboard, DCTV, DPIE, GIF, HAM-E, ILBM, IMPULSE, JPEG, RENDITION, SCULPT, TARGA, TIFF AND MORE
- Scanning, Framegrabbing & 24-bit Board Support
  Comes with Modules for Several Hardware Devices: JX100, IV24, AGA/AA Chipset
- Create Animations
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CINEMORPH INCLUDED! SEE DETAILS LEFT

IMAGE F/X ~~[illegible]~~ **£179** INC VAT - ASI 2002

ACCELERATORS
FOR AMIGA 1500 & 2000

FAST! 32-bit TECHNOLOGY

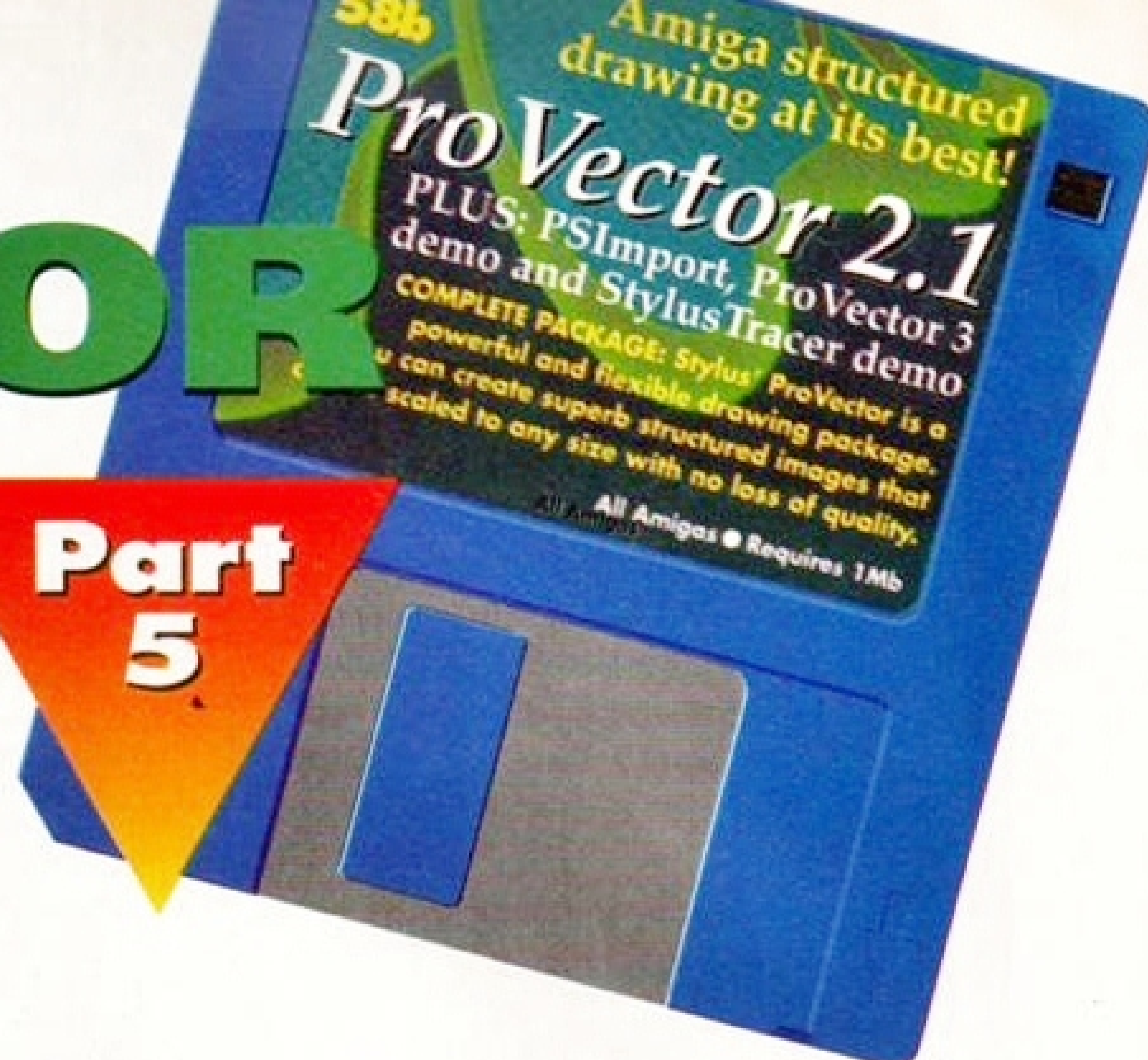
GVP offer a range of accelerators for the A1500/A2000 that outstrip the competition for speed and specifications.

G-FORCE ACCELERATORS	030 40MHz	040 33MHz
Speed MIPS*	12.1	30
Processor	68030EC	68040
Maths Co-Pro.	68882 included	68882 in 68040 processor
Std 32-bit RAM	4Mb	4Mb
Max 32-bit RAM	16Mb	64Mb
Extras	SCSI	SCSI Ser/Par
PRICE	£699 INC VAT - UPG 0430	£999 INC VAT - UPG 0740

*MIPS: Millions of instructions / second, a normal Amiga runs at .67 MIPS

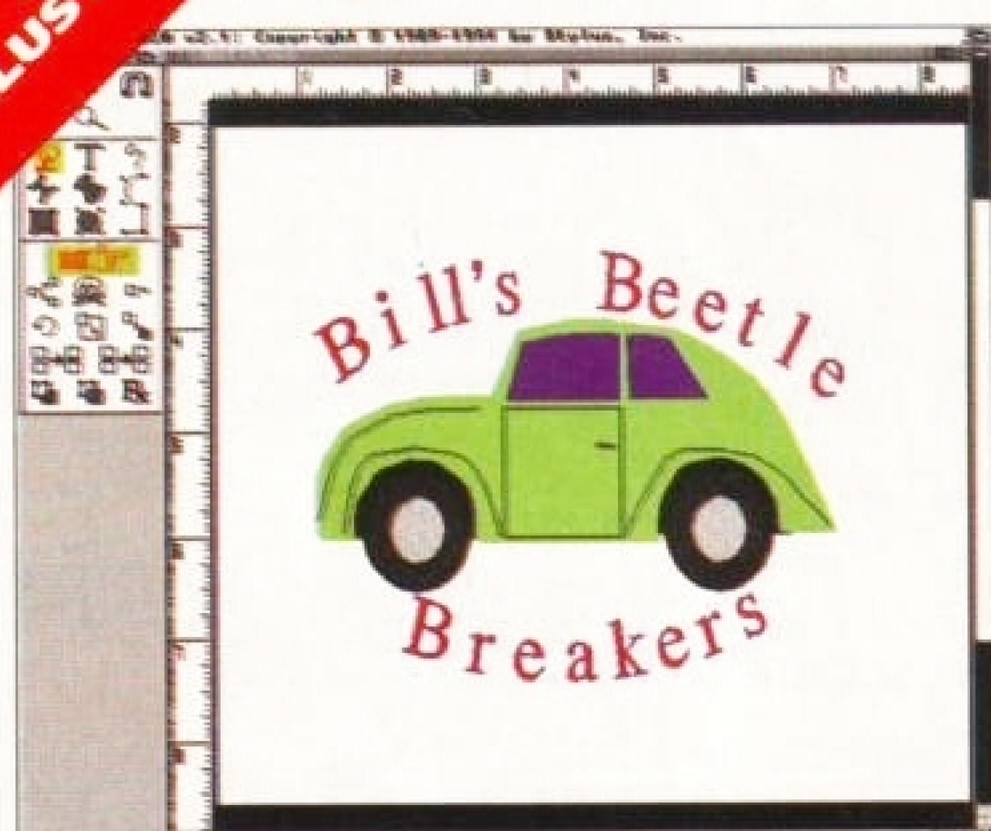
NEXT MONTH
TRICKS OF THE ILLUSTRATOR'S TRADE

PROVECTOR



Part 5

Marcus Dyson shows you how type can be joined to circles and ellipses to form the basis of a logo.



Running text along the shape of a circle or ellipse is a simple but effective way of making a logo stand out.

Last month we looked at entering type into *ProVector*, and making it run along a path, or shaped line. An extension of this technique is to make a line of copy run along the shape of a circle or ellipse.

If you look at a few company logos or items of packaging you'll see that this is one of the most common tricks used by graphic designers when they use type with logos.

Creating these circular lines of type is beyond the capabilities of even the most advanced desktop publishing programs, so at times like this graphic designers turn to structured drawing programs such as *ProVector*.

ROUND, ROUND, GET AROUND

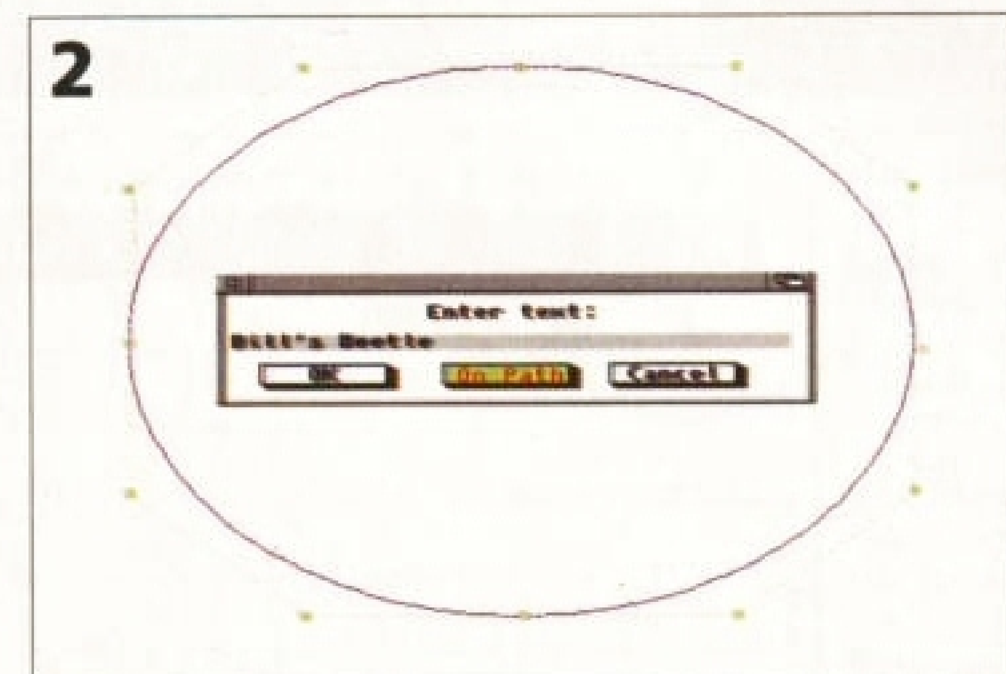
First things first, if you didn't read last month's tutorial on how to put type on the page with *ProVector*, do so now, because this month's page assumes that you have mastered this.

Attaching type to an ellipse in *ProVector* is very simple, but getting the result to look exactly as you wish can be tricky, here's how it's done.

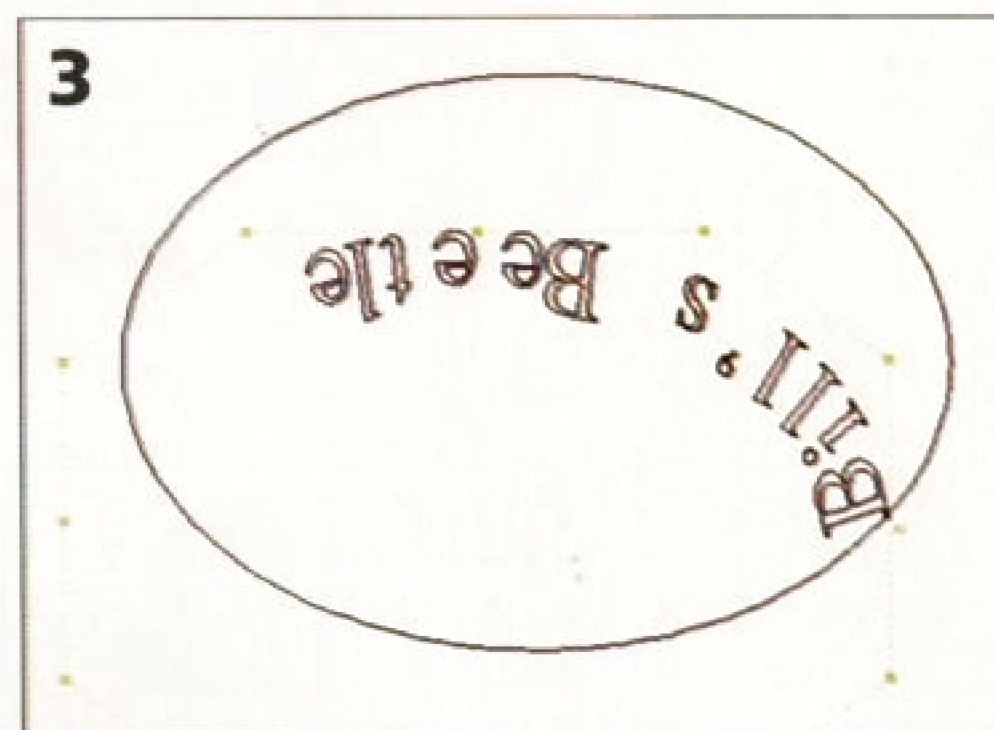
1 Create the shape that you wish to attach your text to. Here we have used an ellipse, created with the ellipse tool:

Now click on the text tool while the ellipse is still selected.

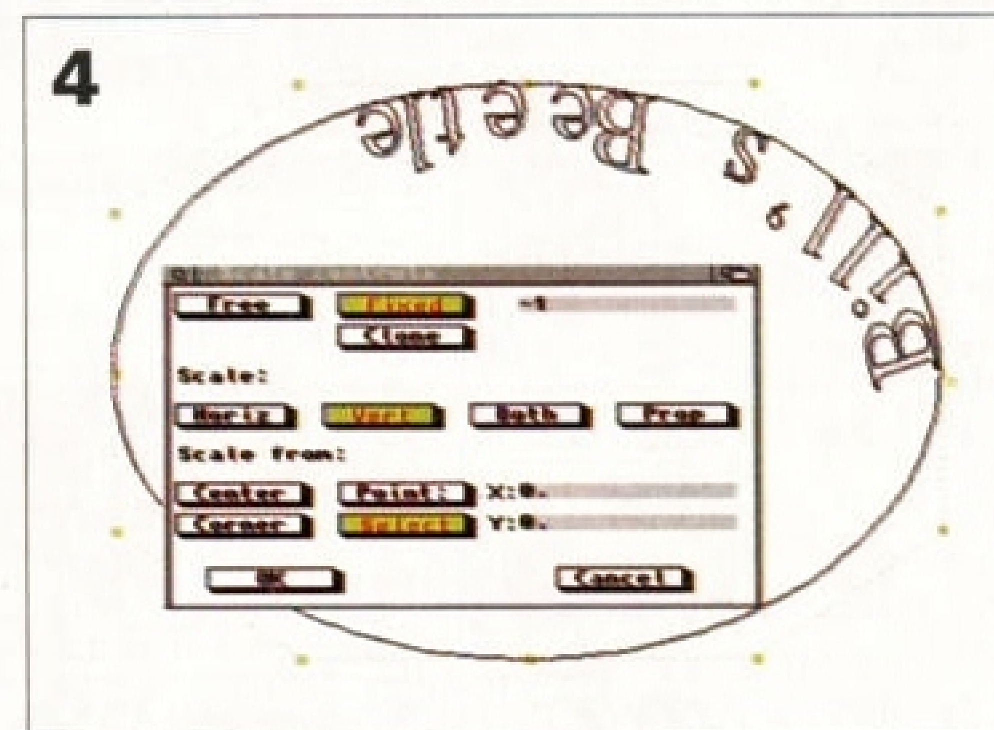
2 Enter your text. Remember to click on the On-Path gadget before clicking OK. Your words will now appear joined to the border of the ellipse, but this probably isn't how you want them to look.



3 The words on the ellipse and the original ellipse are now separate objects, use the Move tool to put the ellipse out of the way until you wish to use it again. Click on the Move tool, then click and drag the shape to where you want to place it.

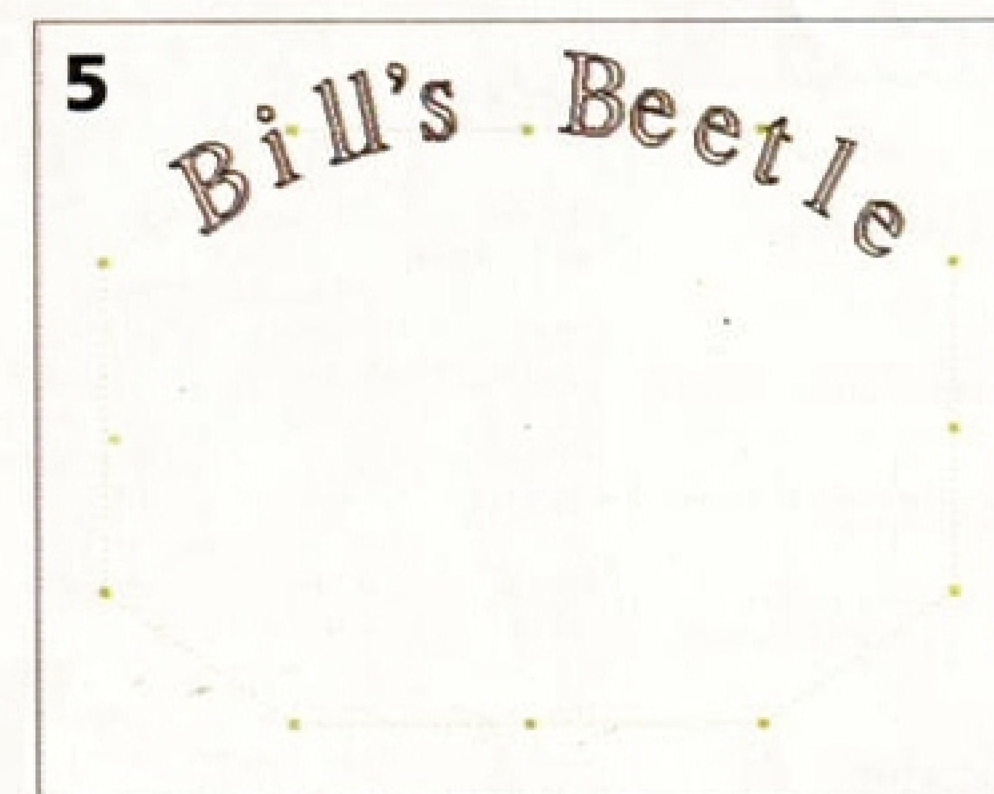


4 Now Shift-click on the Scale tool (the one we've got a picture of on the left) to bring up a scale requester. Set the scale value in



the top right corner of the requester box to minus 1, then click on the horizontal gadget, and click on OK. Because of the idiosyncratic way in which *ProVector* works, this doesn't actually cause anything to happen to the picture. But if you then click once more on the Scale tool, and Shift-click on your drawing (making sure first that the Text-On-Path object is selected) you will see that the Text-Object is transformed.

The words now read the correct way, and are attached to the outside of the circle. Different effects can be achieved by using the Vertical or Both gadgets in the scale requester, try it and see what happens.

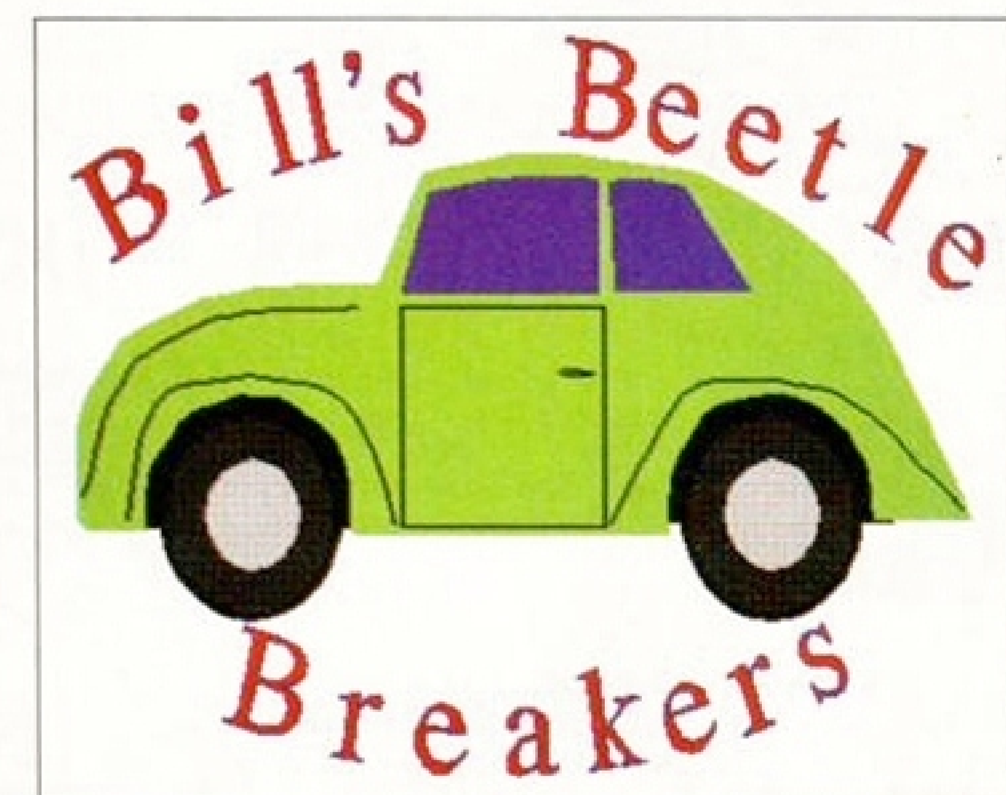


5 You will notice that the text is not centred on our ellipse, but it would look better if it was. *ProVector*'s text functions do not include features such as justification, so click on the selected Text-Object with the Hand tool to re-activate the text entry requester. You can now pad out your line with leading spaces to make the type sit where you want it on the ellipse.

Note that if you had elected to place the text on a circular path, you would be able to use the Rotate tool:

to correct the position of the words.

6 You can change the look of your text even after it has been joined to the ellipse by selecting the Text-Object and Typeface from *ProVector*'s Style menu. If you then use the Border, Fill and Transform functions you can make your text look more attractive, and add some artwork to your logo by cutting and pasting it from your other illustrations. Alternatively, you can use use clip art or even draw some with *ProVector*.



The finished *ProVector* article. *ProVector* is an ideal tool for creating logos, cassette covers and letterheads.

PRINTING PROBLEMS?

A number of people seem to be experiencing difficulty in printing out imported bitmap graphics through *ProVector*.

There is a very simple reason for this – you can't do it. *ProVector* can import a bitmap to use as a background for you to trace over, but these bitmaps are completely excluded from any printout.

If you want to include structured art, like that created in *Pro Vector*, with bitmap graphics from a paint package you should get your hands on some DTP software.

If you have any more problems with getting the software working the way you want it to, drop us a line at the Workbench address.

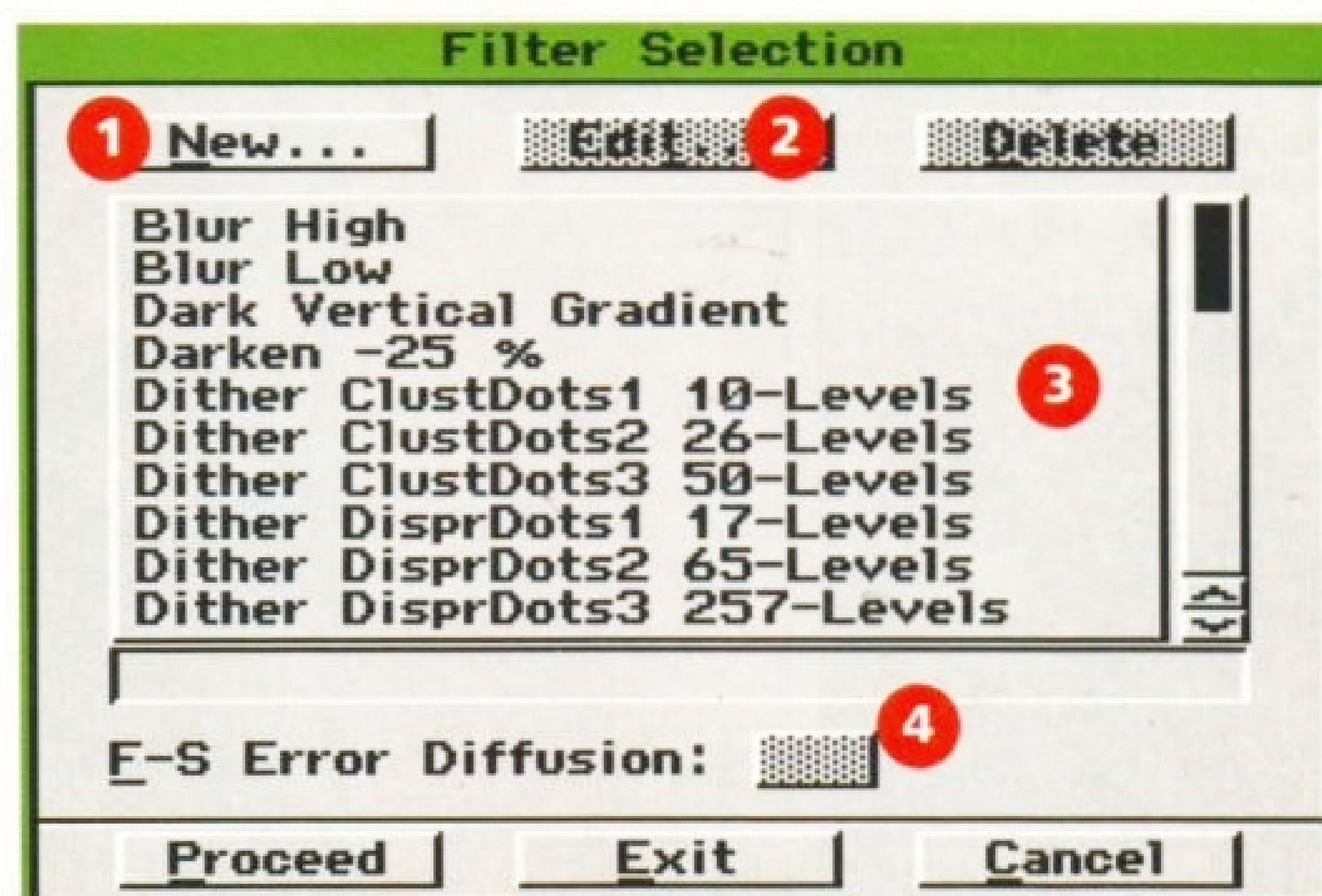
PERSONAL PAI

Part 2

Jason Holborn explores *Personal Paint*'s powerful image processing facilities, and compares them to those of the paint packages *Brilliance*, *DPaint* and *ADPro*.

FILTERS LAID BARE

The secret of *Personal Paint*'s image processing power lies in its innovative filters. Here's how to get them working for you.



1 This gadget enables you to create your own image processing filters from scratch.

2 You can edit any of the existing filters by clicking on this. It comes in very handy if you want to fine-tune a filter which doesn't quite do the job that you require.

3 This box contains a list of the range of filters on offer in *Personal Paint*. Not all of them can be displayed at once, so use the scrolling icon on the right-hand side of the box to go through the list and choose the one you want.

4 Clicking on this box turns on the Floyd Steinberg dithering, which increases the apparent number of colours when an effect is applied to an image which has a limited colour palette. Not all of the filters support this feature, so it may often be ghosted.

Last month, we started our tour of Cloanto's *Personal Paint* – the package that Commodore now bundle with the A1200 – by looking at the basics of choosing a screen mode. We also told you how to modify the screen colour palette so you've got full access to the colours you need – rather than those that the programmers thought you'd need.

Personal Paint offers some unique image processing facilities that make it particularly useful to the Amiga artist. If you've never encountered image processing before, it's essentially a method of manipulating an image en masse using filters.

Each filter produces a particular effect using complex mathematical formulae originally developed by NASA to clean up images received from deep space probes. For example, one of the filters applies a watercolour effect to your image.

Personal Paint enables you to apply filters to either an entire image or a selected area. Before you can do anything, however, you need an image, so load one in by selecting Load Image from the Project pull-down menu.

I have used the image Clown.GIF which is on the *Personal Paint* program disk. Once it's loaded, click with the right mouse button on Filters which is about half-way down the tool-bar strip. A requester should pop up on to the screen asking you to select a filter. If all those gadgets and scrollers are a bit bewildering, don't worry – check out our annotated diagram for a breakdown of what they all do.

Anyway, that's enough of the theory – let's put an image processing filter to work. Click on the slider gadget and drag it down until the filter labelled Emboss High appears in the list box. Click on it with the left mouse button and then click on the Proceed icon. Nothing happens at this point – you've simply told *Personal Paint* that you'd like to use the Emboss filter.

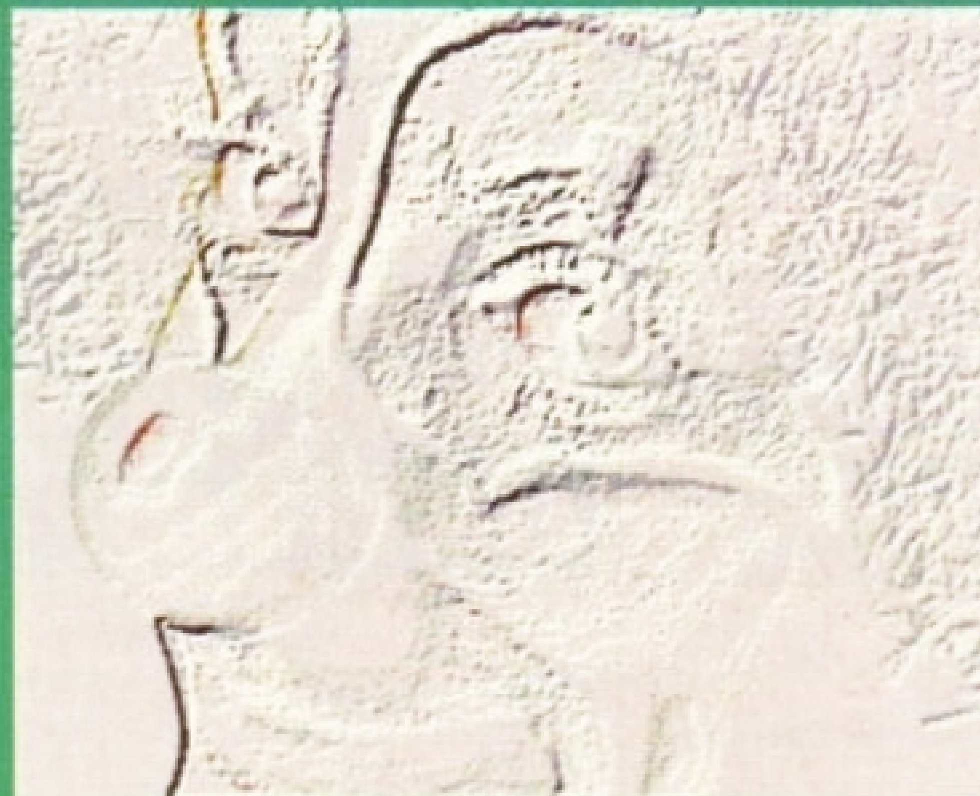
Now move the mouse pointer about an inch immediately above and to the left of the Clown's left eye, then click and hold the left mouse button. While keeping the button held down, drag the

IMAGE PROCESSING IN ACTION

Puzzled by edge detection? Flummoxed by cluster dots? We discover what *Personal Paint*'s filters can do.



As its name suggests, the Blur filter blurs your image. Two types of filter are offered – Blur High and Blur Low. The only difference between these two filters is the blur level (Blur Low produces more subtle results).



One of the most spectacular filters is Emboss; this produces an image which looks like it has been carved in stone. Try reversing the range of greys by using the *Personal Paint* palette requester – it produces a sort of 'raised' effect.



The Cluster Dots filter produces what can best be described as halftone images – that is, images made up of lots and lots of dots of varying intensity. This filter comes in particularly handy if you do a lot of mono desktop publishing.

NEXT MONTH
PUTTING THE THEORY INTO PRACTICE

mouse pointer down and to the right and you should see a box forming on screen. Finally, let go of the button and watch what happens...

If you want to apply a filter to the entire image, select Image Processing from the Project menu instead of clicking on Filter. You are presented with the same requester (the heading is slightly different), but instead of waiting for you to select an area when you click on Proceed, *Personal Paint* applies the filter to the entire image.

Digital Creations' Brilliance paint program offers a similar range of image processing tools, although they're not quite as accessible (or as configurable) as those in *Personal Paint.* In particular, *Brilliance*'s range of painting modes are worth experimenting with – lurking inside the mode menu you'll find a whole range of effects which enable you to apply tints, smooth a selected area, colour, smear and even lighten or darken your image by a specified percentage.

The ability to control a given effect using a percentage value is one area where *Brilliance* really beats ***DPaint*** in the image processing stakes. Although *DPaint* offers tints and smearing tools, you're given no control over the effect's level of influence. *Brilliance*'s effects, however, can be fine-tuned – using one with a very low percentage, for example, produces subtle results. Knock up the percentage value and the effect is bolder.

Even these powerful painting tools don't compare to *Personal Paint*'s more exotic filters. If you use either *DPaint* or *Brilliance* and you want to achieve similar results, then you need a dedicated image processing program, such as ASDG's ***Art Department Professional*** – which leaves even *Personal Paint* standing in the image processing stakes. *ADPro* works like *Personal Paint,* although instead of using filters, it uses what are known as operators. Although a single operator may not achieve anything spectacular, combine two or more and some tremendous effects are possible.

CREATING YOUR OWN FILTERS

If *Personal Paint*'s filters aren't quite up to scratch then why not create your own. We show you how.

Edit Filter

Name: Emboss High

Type: Convolution

Kernel: DivF: 1 Bias: 204

0	0	0	0	0	DivF: 1
0	0	0	0	0	
0	0	1	1	0	Bias: 204
0	0	1	0	-1	0
0	0	0	-1	-1	0

Proceed Cancel

1 Not surprisingly, this string gadget allows you to give your new filter a name.

2 The Type gadget is used to pick the type of filter. Here's a run-down of the filter types available and what they do:

CONVOLUTION – This is a powerful area process that's normally used to sharpen or blur images. It works by replacing a pixel's value with the sum of that pixel's value and the value of its neighbours, each of which is multiplied by a given factor.

POPULARITY – When using the Popularity process, all pixels corresponding to non-zero positions in the Kernel are counted. The most common colour is then copied to the central pixel.

RANDOM – Random works like both the Convolution and Popularity operators, but the values placed in the Kernel dictate how likely it is that each pixel position in the Kernel will be used for the resulting pixel (the higher the value, the greater the probability).

DISPERSED, CLUSTERED AND F-S – These three filter operators are Boolean operators – that is, the resulting image is comprised of either 1s or 0s (black and white). The first two use the value held in the Division Factor (the DivF gadget – see below) to pick a dither pattern. The F-S operator, on the other hand, also employs error correction.

3 DivF – Short for Division Factor, the DivF string gadget contains a value which the values in the Kernel are divided by. A value of one has no effect.

4 Bias – The Bias value forms the final part of the filter. The values resulting from the Kernel being divided by the Division Factor are added to the Bias value. If the Bias value is negative, it is subtracted from the Kernel.

5 Kernel – The Kernel is a 5x5 grid of string gadget boxes that hold the values (or weighting factors, as they should be called) used by the filter operators. When a filter is applied to an image, the Kernel values have a cumulative effect across a range of pixels.



The Random filter applies a sort of charcoal effect to an image by scattering pixels. As you can see, the results are very impressive. Three levels of Random filter are offered, each of which uses varying levels of random pixel scattering.



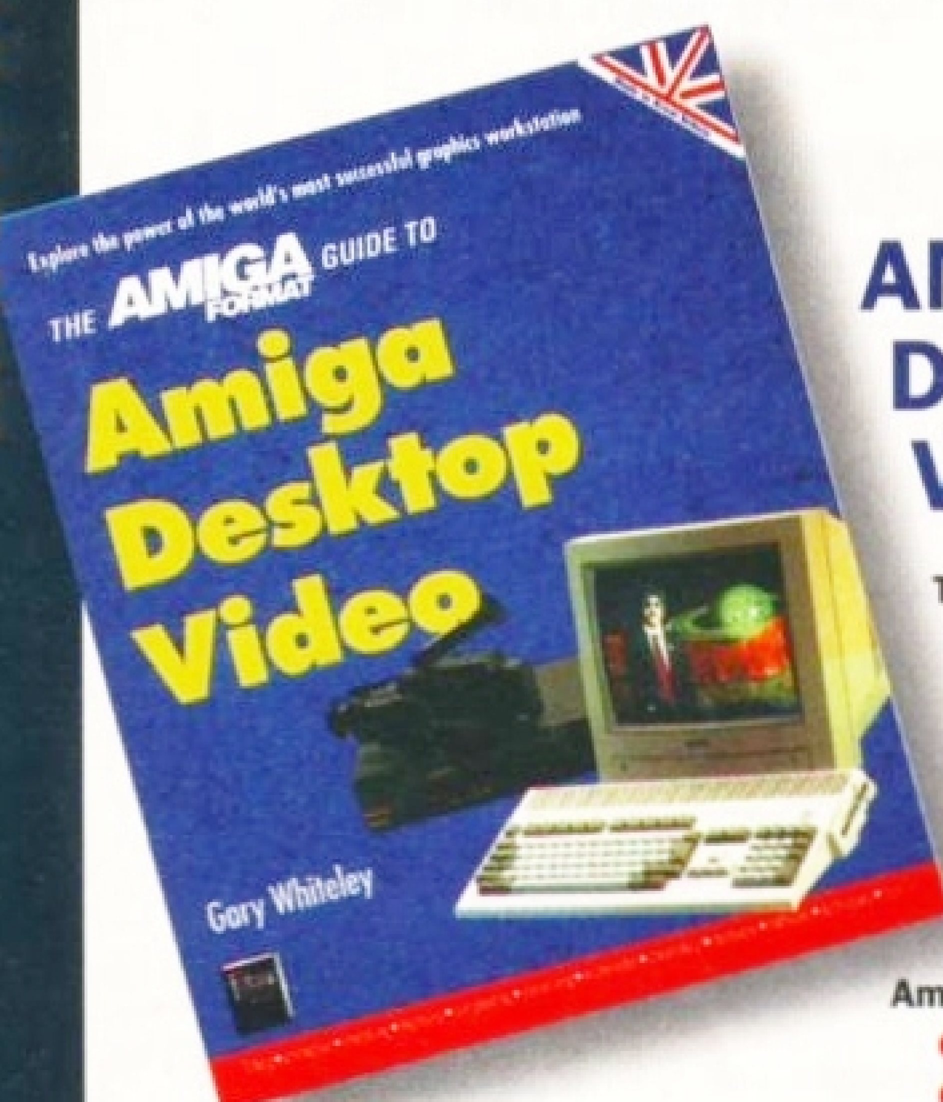
If you want to impress your friends with your skills with a paint brush, then simply apply the Watercolour filter to a picture, print it out; et voila! – an instant masterpiece! Better still, *Personal Paint*'s watercolours don't run if they get wet!



To use the Tint filter, click on the basic colour that you want to use for the tint before you apply it. The results speak for themselves. Although the tint looks rather rough in this example, increasing the number of colours produces more shades.



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AMIGA DESKTOP VIDEO

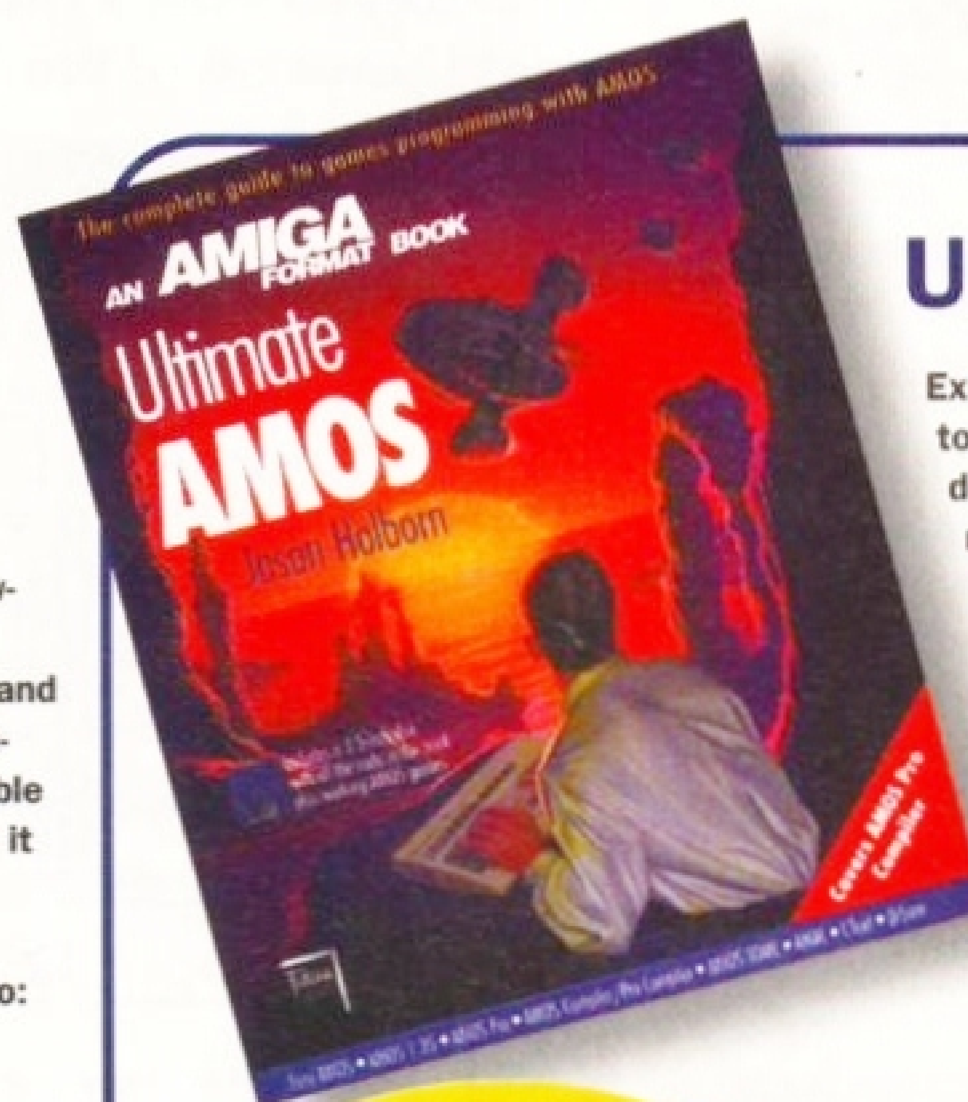
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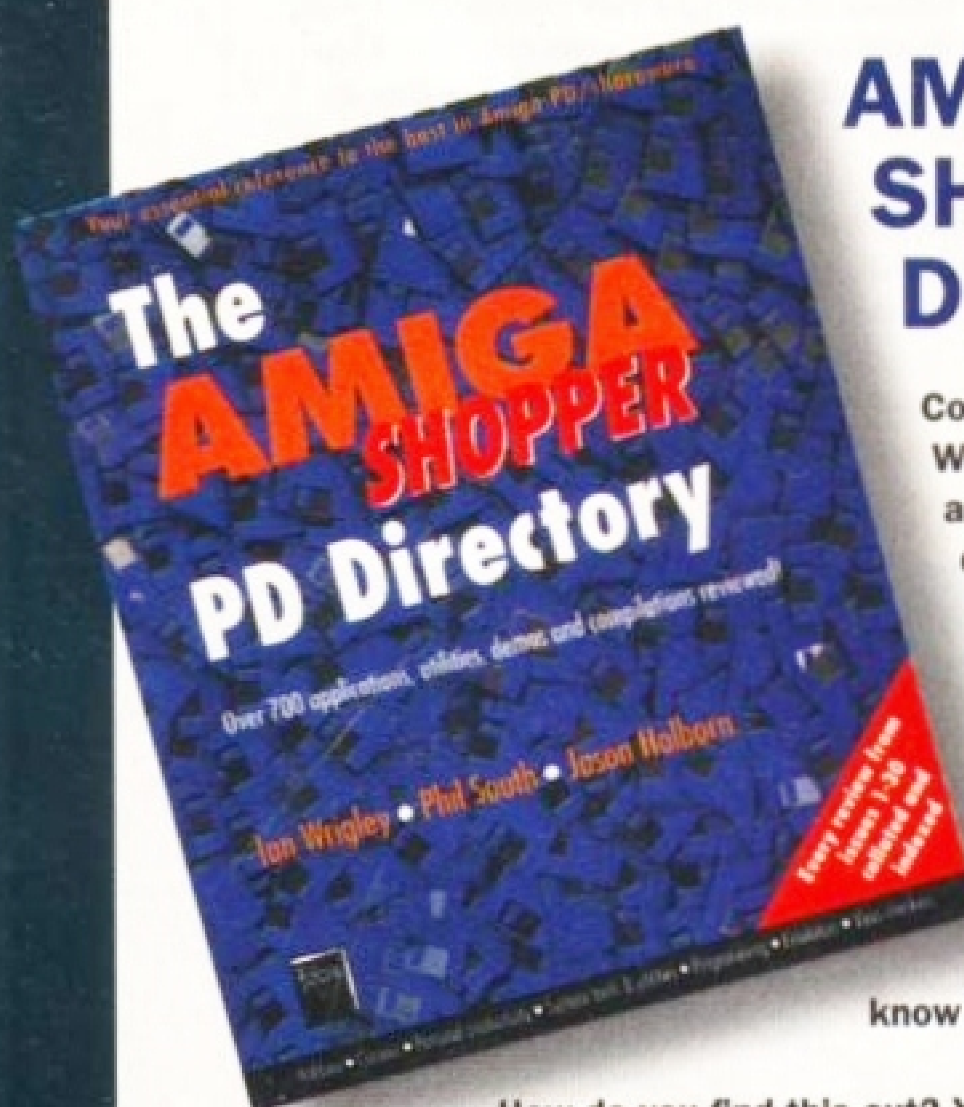
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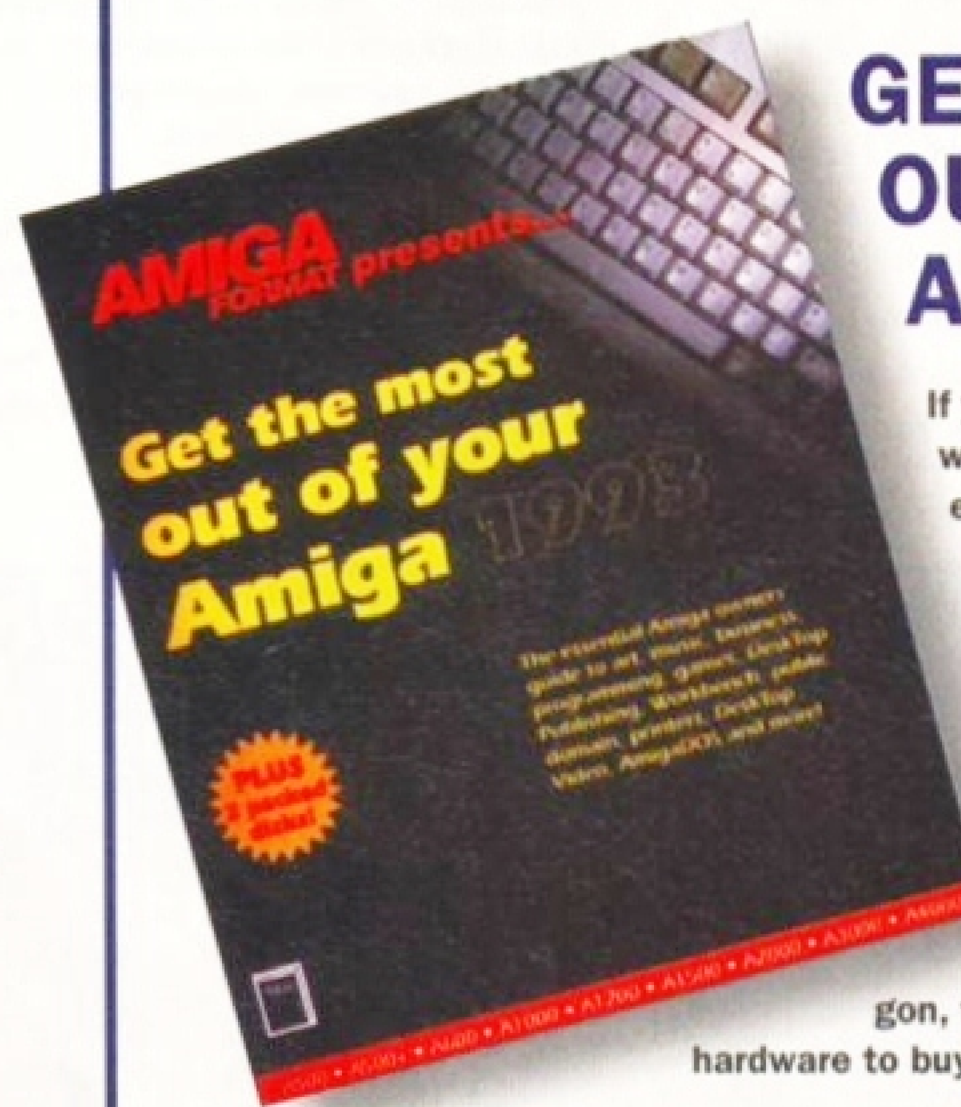
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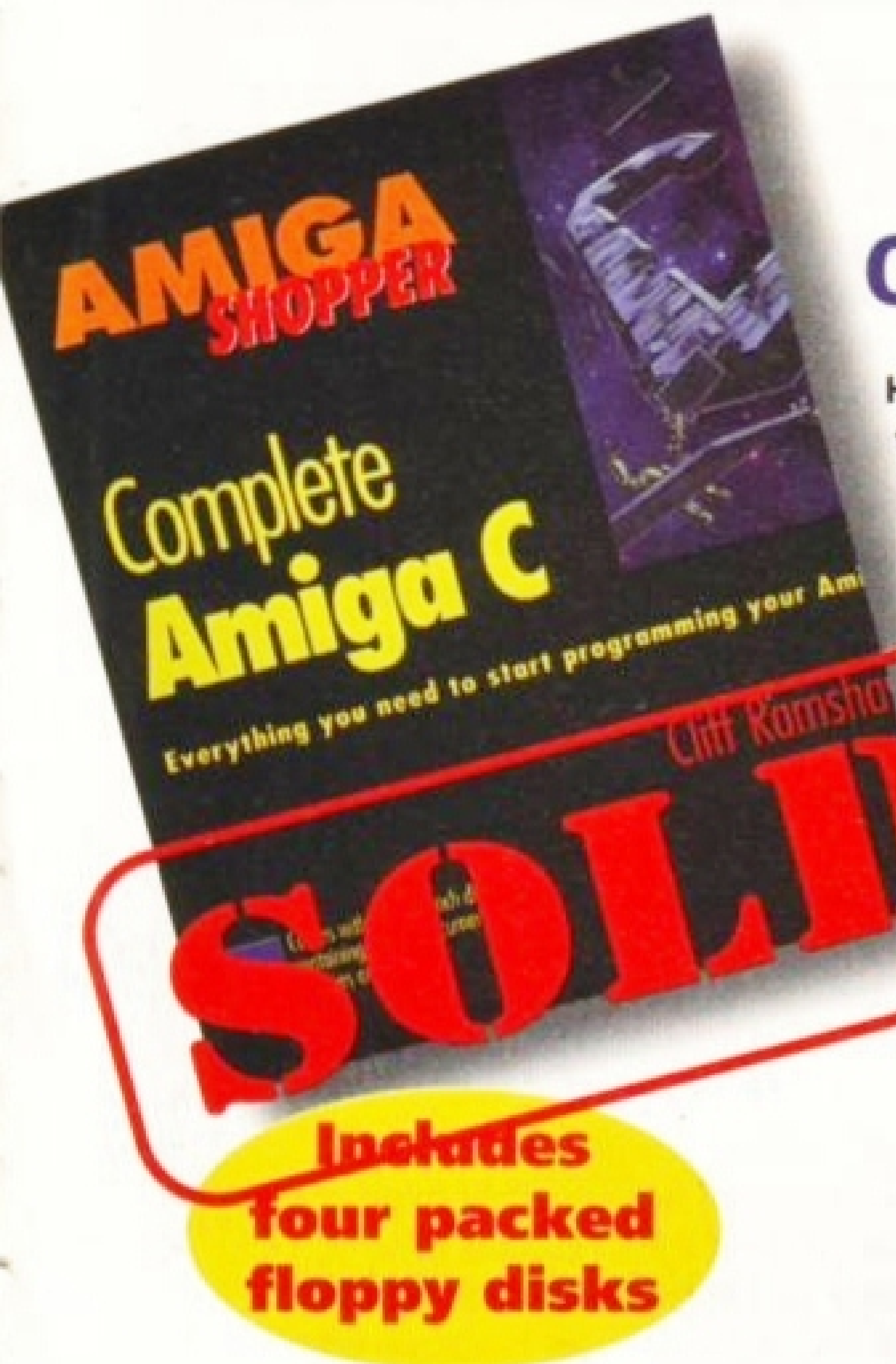
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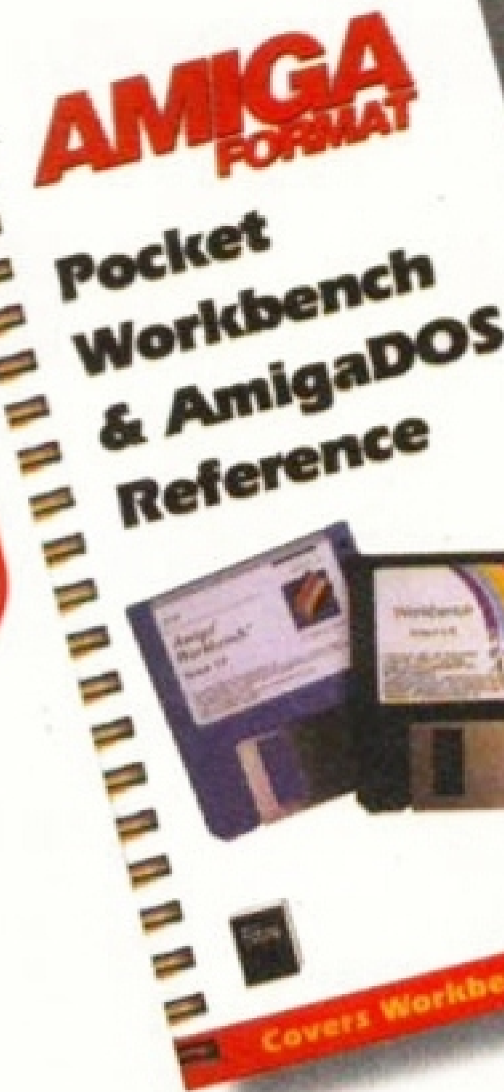
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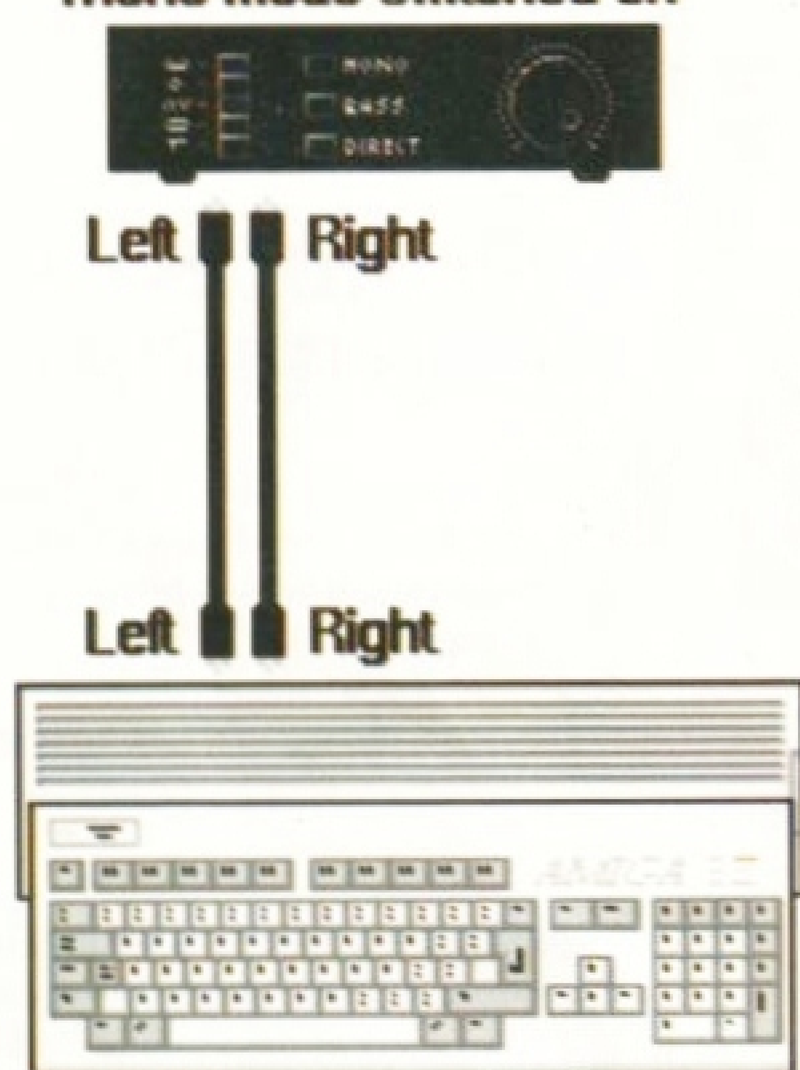
NEXT MONTH HOW TO USE THE FILTER PAGE

Part 4

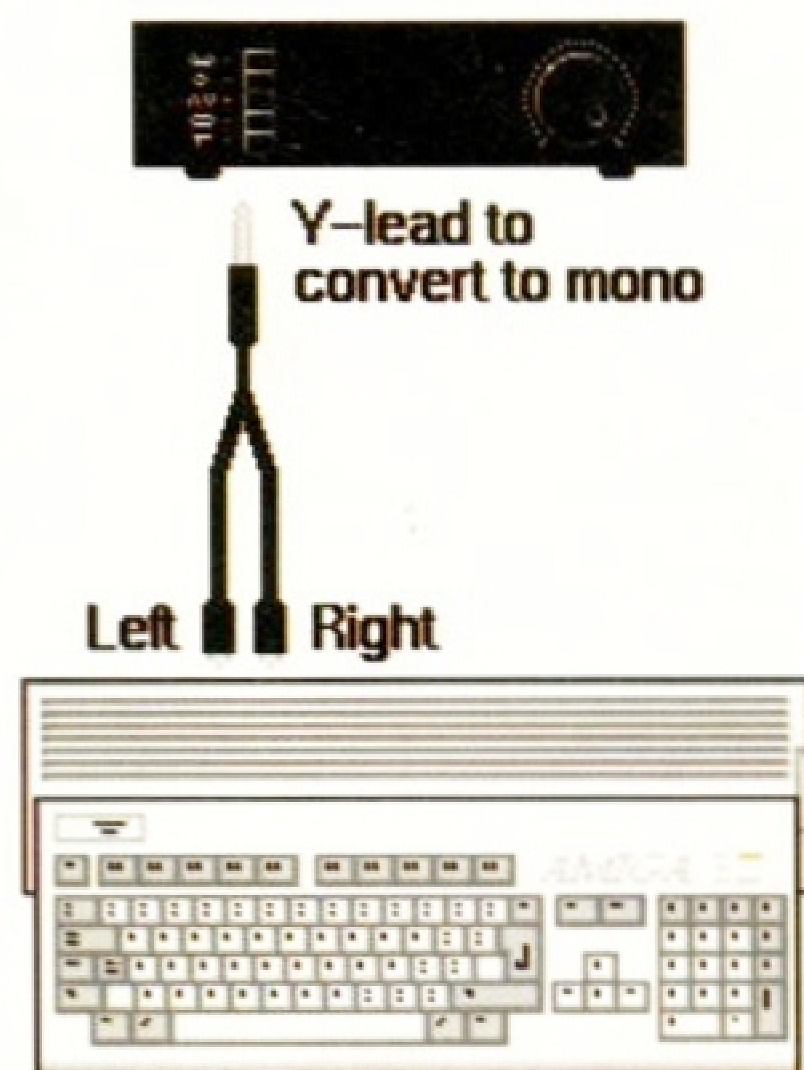
MUSIC-X

Due to popular demand, this month's *Music-X* guide deals with the use of internal Amiga samples. **Maff Evans gets noisy.**

SETTING UP THE SOUND OUTPUT



OR



When *Music-X* plays back samples, it triggers them on the first available free channel, which can have an unsettling stereo effect. The sound jumps from left to right, making everything sound a bit erratic and disjointed, which isn't usually the desired effect.

To get around this problem, you really need to connect your Amiga's sound output to an amplifier (such as the Auxiliary In socket on your hi-fi). Connect it up using two leads and switch on the Mono Mode. This makes all the sound come out of both speakers, cancelling the stereo jumping effect.

If your hi-fi doesn't have a Mono On/Off switch, you can still get around the problem by taking both the left and right outputs from your Amiga, and combining them into a single input for your amp.

You can do this easily enough by using a Y-connector (which should be available from any good electrical shop) with a mono plug on one end. If you can only get hold of a double phono to single stereo lead, don't despair because you can buy a special adaptor to make it mono.

WORKING WITH THE THE AMIGA SAMPLES PAGE

The *Music-X* Samples Page is called up from the Mode menu on the left of the screen and is used to load, save, tune and edit samples. The main functions you can carry out in the Samples Page are:

1. SAMPLE NAME: This is where the list of samples (up to a maximum of 16) is displayed.
2. SIZE: Shows the amount of memory a sample takes up.
3. TUNE: Use this one to get your samples in tune.
4. OCT: Tells you how many octaves the sample can play over.
5. HIGH NOTE: The highest note at which a sample can be played.
6. ENVELOPE: This is where the attack, decay, sustain and release functions are set.
7. TUNING: The tuning slider can be moved to alter the default tuning of your samples.

MUSIC-X : AMIGA SAMPLES

Ch	Sample Name (1)	Size (2)	Tune (3)	Oct (4)	High Note (5)
01	Kick-DigIt	35K	227	1	072(C4)
02	LinnSDrum.ss	8704	72	1	078(F#4)
03	LinnSDrum.ss	8704	72	1	078(F#4)
04	LinnSDrum.ss	8704	72	1	078(F#4)
05	Snare-DigIt	10K	298	1	069(A3)
06	Wrath-Voice	31K	150	1	075(D#4)
07	Twisting-Voice	102K	150	1	075(D#4)
08	Wrath2-Voice	21K	150	1	075(D#4)
09	BleibenClick.ss	2048	72	1	078(F#4)
10	Ignorant-Voice	53K	80	1	078(F#4)
11	WorkVox.ss	23K	-80	1	084(C5)
12					
13					
14					
15					
16					

(7) Tuning: +227 (6)

Available ChipMem: 958K Largest: 954K

Two types of sample can be loaded into *Music-X*: IFF (the standard sample format used by most sampling programs), or Sonix (an old sample sequencing program which uses a special sample system).

To load the required format, just choose the relevant option in the File menu. Once in *Music-X* they can be treated in exactly the same way. If you'd rather have all the samples in the same format, you can save Sonix files back out as IFFs.

Once you've loaded a sample, you may want to tune it (maybe it's off key or perhaps it won't play at all). Press A or C on the keyboard to hear the sample at that note (A or C that is), then drag the slider left to lower the tuning, or right to raise it. For precise tuning, just click to the right or left of the number on the slider to move in single tuning steps. Keep pressing A or C to check that it sounds right.

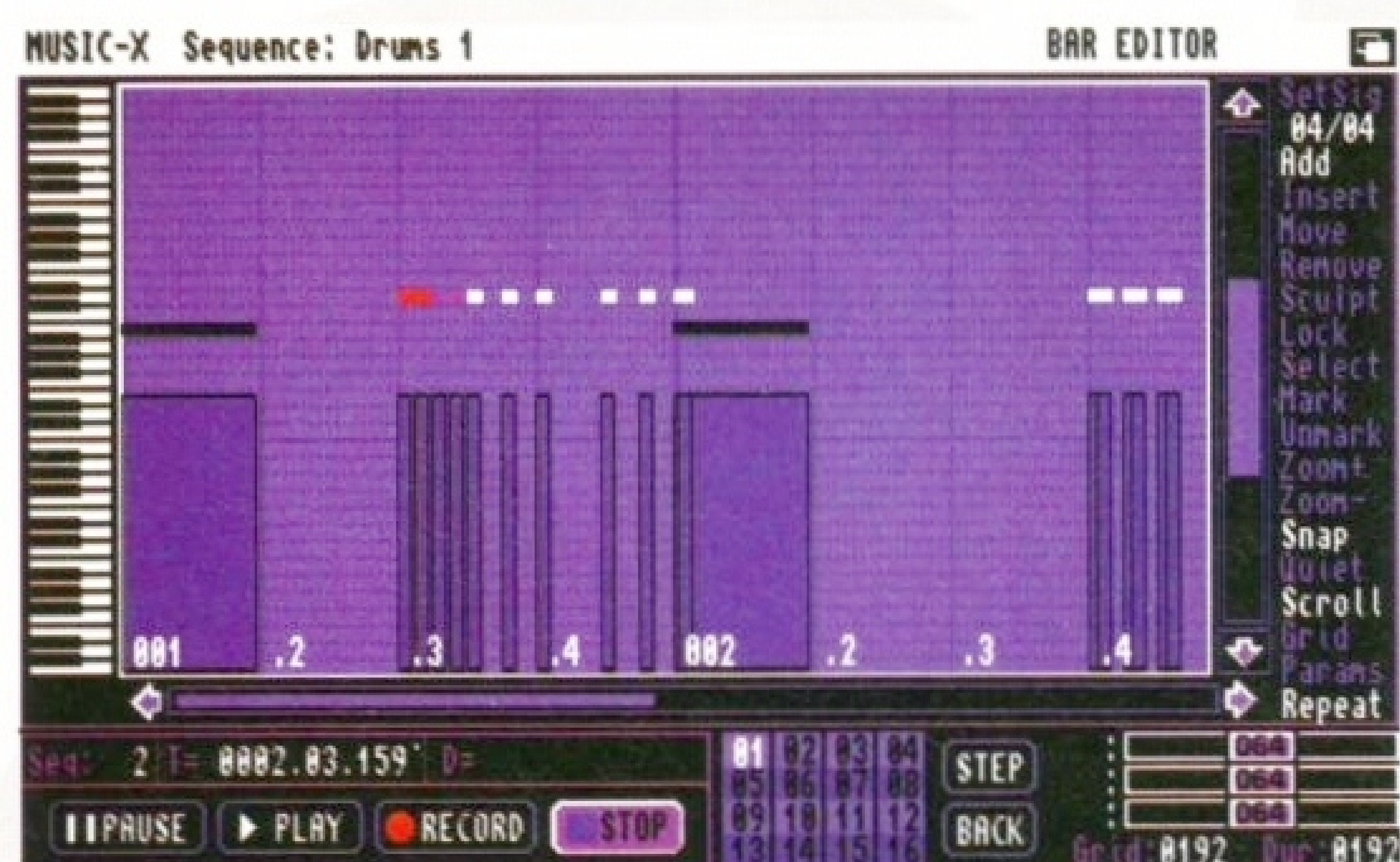
If you want to get rid of a sample, just select it and choose Free Sample from the menu. Alternatively, if it's a multi-octave sample (that is it will play over more than one octave) you can free up memory just by choosing Free Largest Octave. This will cut out the sample octave that takes up the most space.

TUTORIAL



GET IN TUNE
To order your copy of *Music-X 2* at a special price for *AF* readers, turn to our Mail Order offers on page 136!

USING SAMPLES IN A SEQUENCE



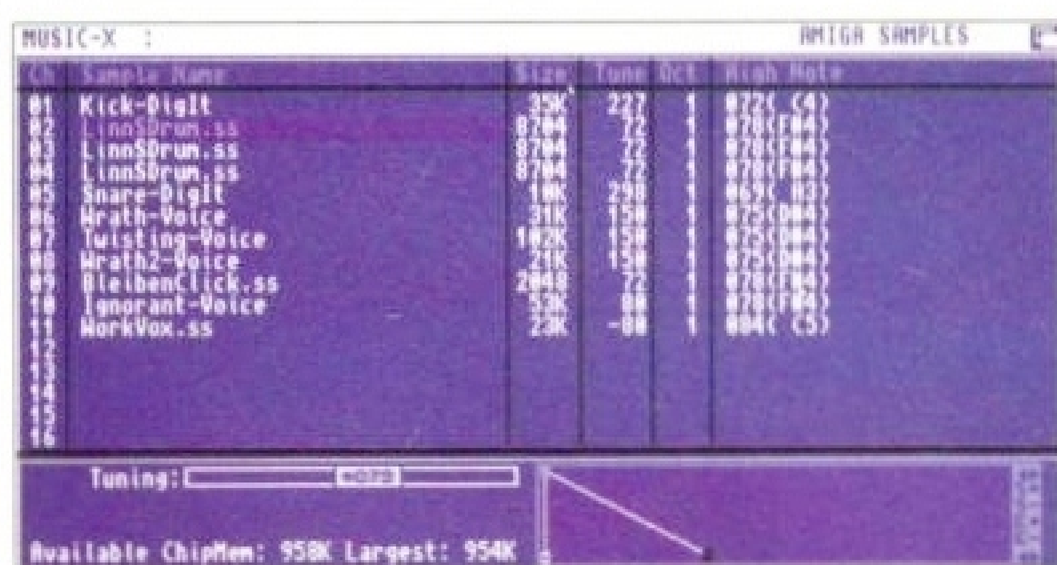
The first point to note about Amiga samples is that you can only play four sounds at any one instant, so don't try to layer too many samples on top of each other.

To actually use samples, open a new sequence (by selecting a free sequence and clicking on Edit) and make sure the Feedback and Output are set to Amiga. Select the sample you want to use by clicking on the numbers at the bottom of the screen and then drop them in with the mouse (setting their length using the Grid window). It's as simple as that.

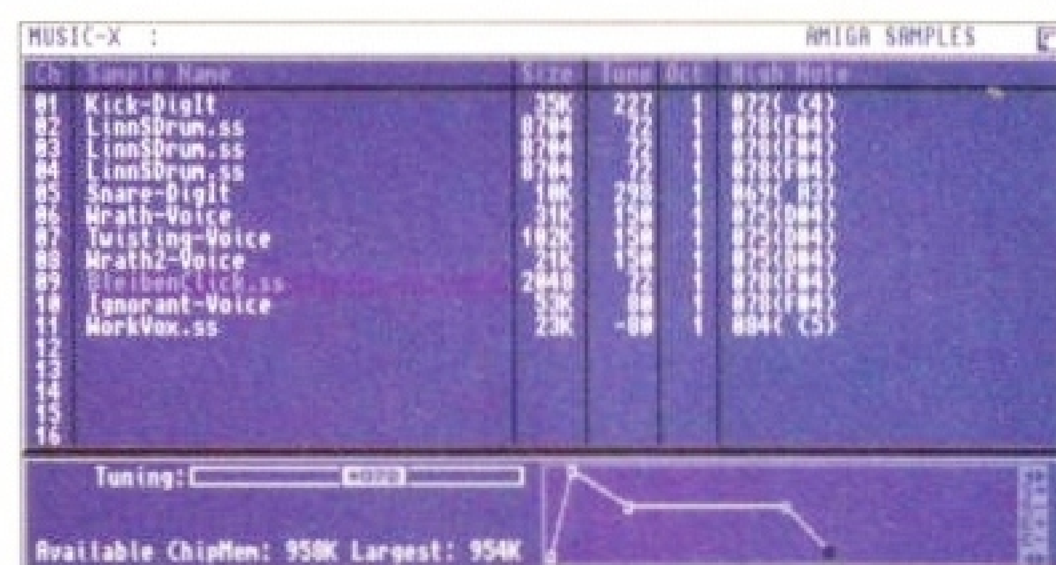
There are a couple of handy *Music-X* tricks you can use to create certain effects. The picture on the left shows a drum pattern with a gradually increasing snare roll. This was done by setting the volumes of three different snare hits to be gradually louder and then placing these in a row at the same pitch. It's these kind of tricks that can help to make your music more lively, but it does tend to eat memory, so it's always worth planning out your sections carefully before you start.

USING ENVELOPE EFFECTS

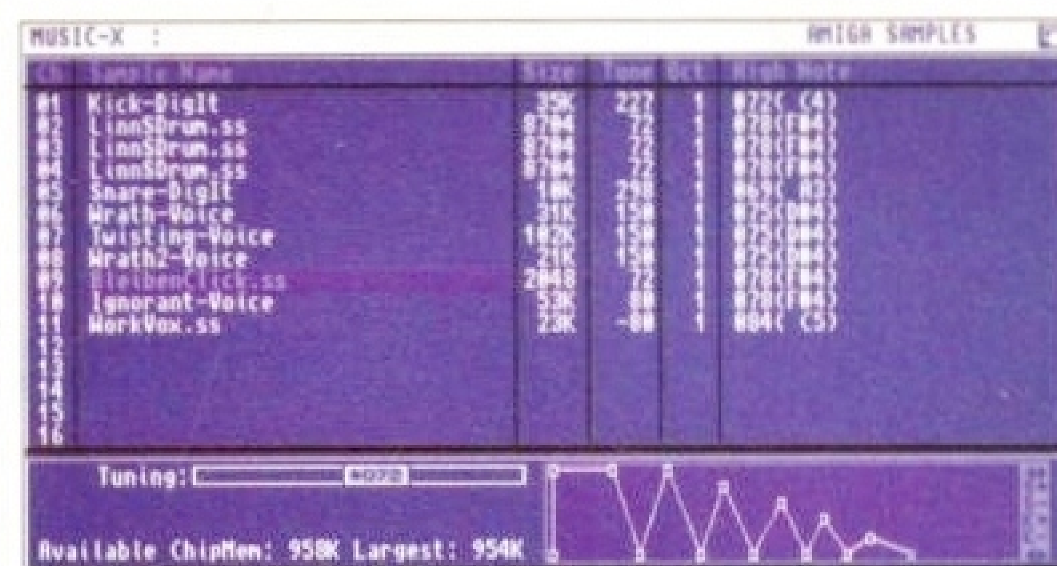
This is where you carry out effects with samples using the ADSR (attack, decay, sustain and release) envelope. You can move the view left and right using the top arrows and zoom in and out using the bottom arrows.



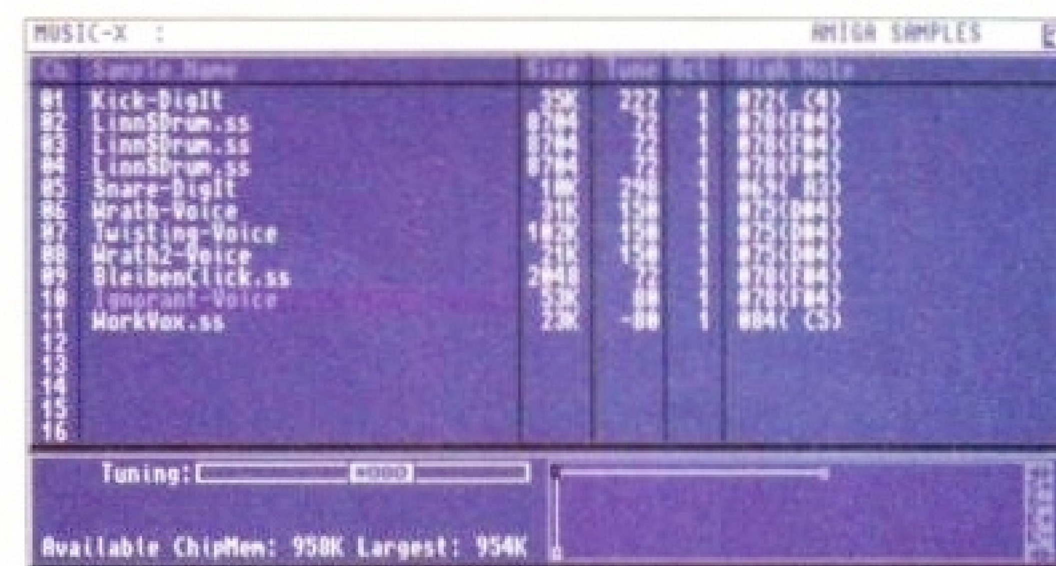
1. STRAIGHT SAMPLE
This is a sample that starts playing at full volume and then gradually drops away and fades out. This is the usual envelope for working with percussion or bass sounds. To add more envelope points to this default, use the E+ button and delete points using E-. Alter the volume by dragging the attack section downwards.



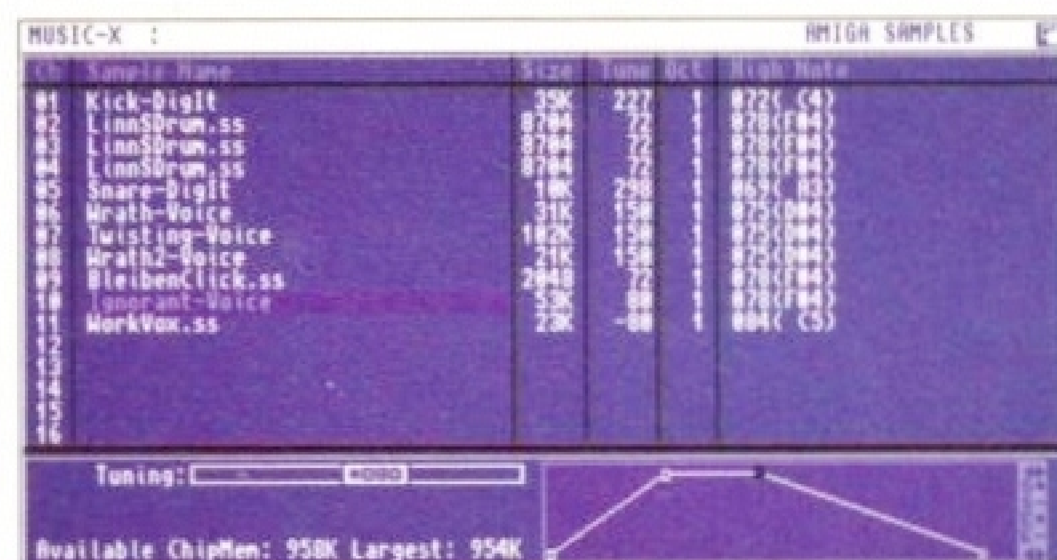
2. FULL ENVELOPE
This is a bit more complex. The sound fades in (although quickly – the slope is steep), then fades a little until it reaches a constant level which is held as long as the note is held. The sound fades when you release the key. Choose the part of the envelope to be the sustain using S+ and S- on the right until the black point is where you want the sustain to be.



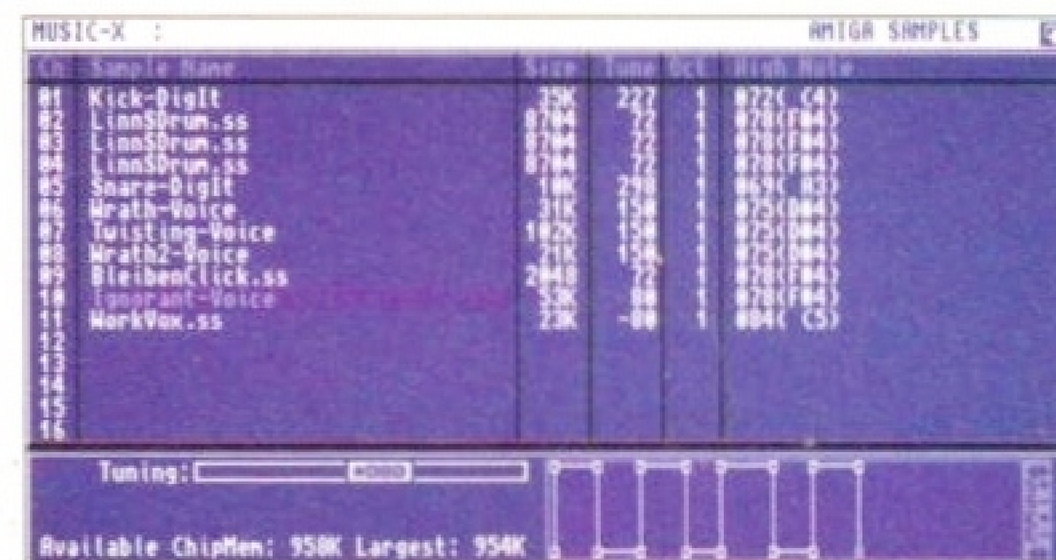
3. ECHO ENVELOPE
By adding loads of envelope points and then moving the sustain marker to the end, you can create a series of diminishing peaks to simulate an echo effect. This can be a particularly effective way of adding depth and variety to your work, but it only works properly on sustained, looped sounds (such as strings or choirs).



4. ONE-SHOT SOUND ENVELOPE
If you want to use vocal samples that are triggered once and play to the end point no matter what, you need to make a simple open envelope like the one shown on the left. You can adjust the attack level to alter the overall volume and change the distance to the end marker to alter the length of the sample.



5. SLOW FADE ENVELOPE
To build a sound slowly and have it gradually fade when you release the note, set slow attack and release slopes like this.



6. TRANSFORMER ENVELOPE
To get sounds to play with a choppy on/off feel, give them an envelope with sudden switches from full volume to off. This is particularly effective with vocal samples.

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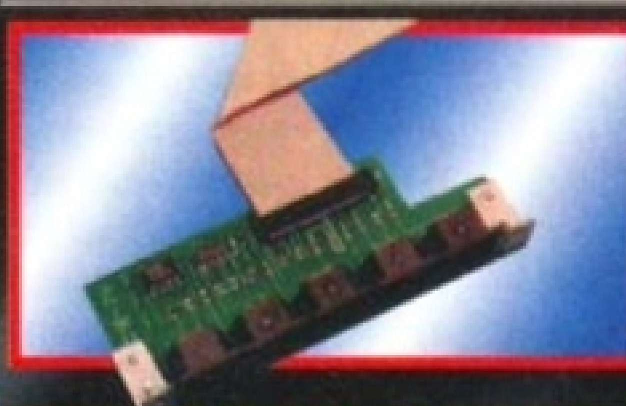


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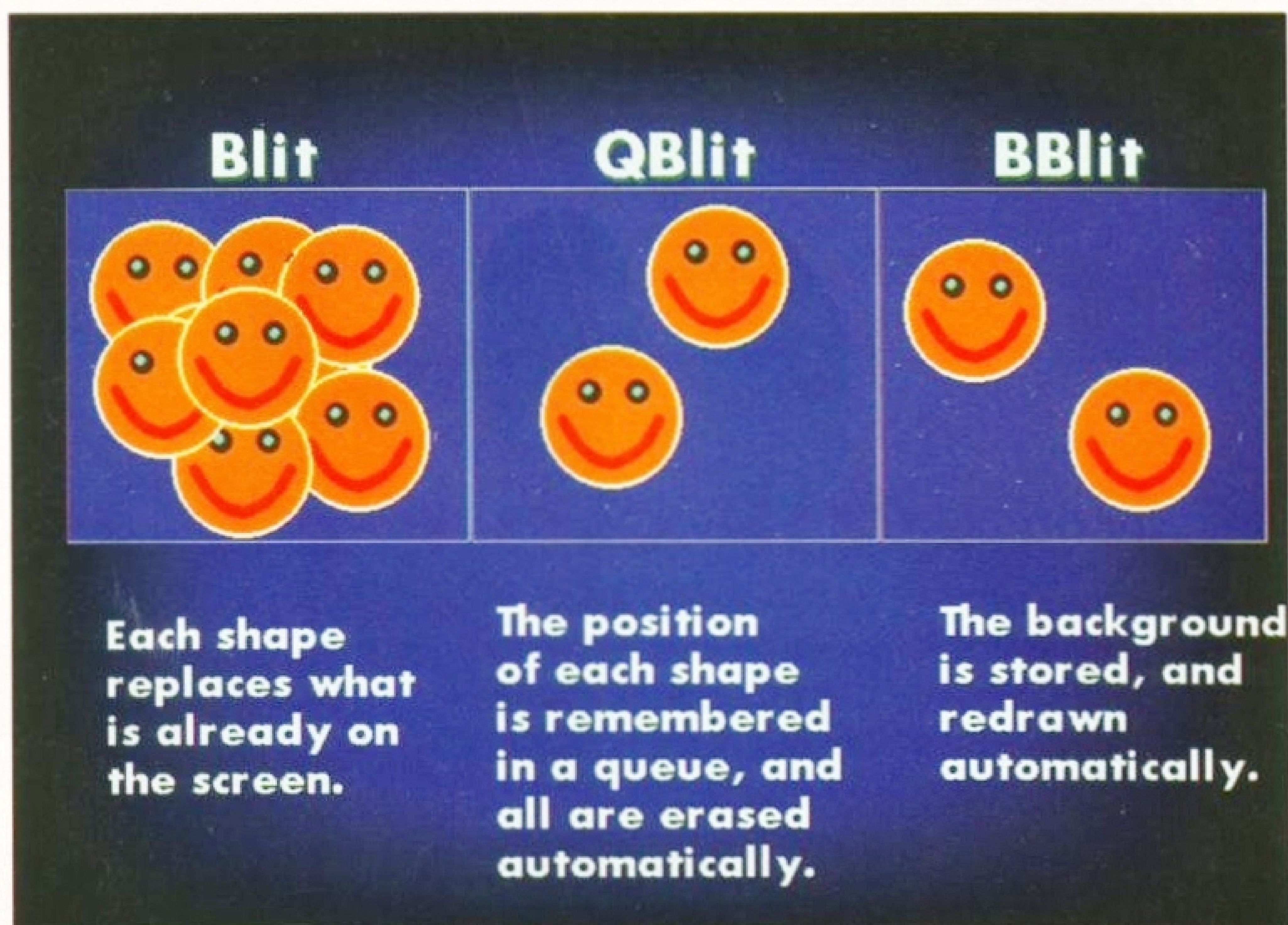
BLITZ BASIC

Part 3

Roy Ferguson explores the many ways in which you can use *Blitz Basic* to add graphics to your *BlitzOut* game.



If you want to buy the full *Blitz Basic 2* package at a special *Amiga Format* discount price of £49.95 turn to Mail Order on page 136.



There are three ways of blitting (drawing a Shape on to the screen) in *Blitz Basic*. And as you can see from this fiendishly clever illustration, each of them performs the function in a different way.

So, maybe our *BlitzOut* listing hasn't exactly revolutionised the gaming world overnight, but it did introduce us to several very powerful *Blitz Basic* concepts. And I hope it also showed you how easy it is to knock up a game using *Blitz Basic* with only a few simple lines of code.

This month we'll look in more detail at some of the commands used, to make sure we are clear on them. Once we have got these basics sorted out, we'll be free to move on to considerably more advanced programming tasks – and considerably better games too.

In the depths of your Amiga, there's a microprocessor – probably a 68020 – which runs all the programs you use. However, the Amiga also has several unique custom chips for helping out with graphics and sound. One of these chips contains the Blitter which has been specially designed to copy chunks of memory around very quickly. And what's more it can happily copy these chunks of memory at the same time as the micro processor is doing something else.

Copying chunks of memory might sound a bit boring, but this is exactly how you can move objects around the screen. A bat, a ball, a spaceship or a laser blast is stored in memory as a miniature bitmap and if this data is copied to the area of memory which makes up the screen display, it appears on the screen. In *Blitz*, these images are referred to as Shapes, and because they have such an important part to play there is an entire collection of special *Blitz* commands to deal with them. Making Shapes can be a challenge all by itself, but by far the easiest way to create them is to use an art package, such as *Deluxe Paint*.



One of the best ways of creating Shapes is to draw them in *DPaint* and then grab them into your program.

To do this you simply draw out your Shape in the paint package, cut it as a brush and save it to disk. Then, using a *Blitz* program such as Listing 1 on the facing page, you can load it directly into the program and display it on screen.

The only snag – and there is always a snag – is that the image is actually in two parts: the picture itself, and the palette of colours which it uses. By now you probably know that the Amiga has lots of colours, but only a set number of 'pens'.

For example, an eight-colour screen can display thousands of different colours, but only eight colours at once. When you are designing objects it's therefore important to define a common palette for them, and if this means you need to use a four-colour screen rather than a three-colour screen, then so be it.

Of course, the more adventurous among you will soon realise that you don't need to stick to an art package to create your graphics. 3D image rendering programs such as *Imagine* (which of course you will all have if you were wise enough to buy *AF53* when it was on the Coverdisk) can be used to great effect – which is why the cars in *Skidmarks* look great from every possible viewing angle. In any case, you can load the IFF brush with the Loadshape command. The first number is the number of the shape – the index with which you are going to reference it later on. The string which follows is the path and file name to where the Shape has been saved, and the last (optional) number is the palette used.

You can load in multiple palettes if you need them, but obviously only one of them can be used at once. The *Blitz* Use Palette command sets all of the colours to those defined in the supplied palette number.

Now we come to the Blitting – actually getting the graphics on to the screen. There are three different Blitting techniques: Blit, QBlit and BBlit. The first option is a simple Blit – copy the Shape to screen and too bad if there was something already there.

This is the quickest way to get Shapes on to the screen, and if this is all you need to do, Blit is the best command to use.

For more advanced situations – say you wanted a swarm of alien scumbags drifting down the screen – you need to use a Blit that is a little more subtle. If you were to simply keep Blitting the aliens as they moved, you would end up with a right mess because all the previous positions would still be displayed on screen. In this case, QBlit is worth investigating. This is a special ver-

NEXT MONTH
A NEW GAME TO EXPLOIT MORE EXCITING BLITZBASIC FEATURES

USEFUL SHAPE COMMANDS

`Loadshape shape#,filename$[,palette#]`
This command loads an IFF brush as shape#, with the optional palette.

`Saveshape shape#,filename$[,palette#]`
This one saves an IFF brush as shape#, with the optional palette.

`Saveshapes shape1#,shape2#,filename$`
After you have loaded a selection of individual Shapes, you may wish to save them all in one go. SaveShapes does just that – but you won't be able to reload them into a paint package.

`Loadshapes shape1#[,shape2#],filename$`
Loads a group of shapes as saved with Saveshapes. The optional second number is the maximum Shape number to load.

`Getashape shape#,x,y,width,height`
Instead of loading in a Shape, you can simply snip one out of an existing *Blitz* display by using this command.

`Copyshape shape#1,shape#2Copy shape#1 over shape#2XFLIP shape#`
Turn a Shape back to front.

`Yflip shape#`
Turn a Shape upside down.

`Scale shape#, X Ratio, Y Ratio [,palette#]`
This command enlarges or shrinks a Shape – to make it vanish into the distance, or zoom out of the screen. If you supply the palette number you get much better results. It's also a good idea to copy the scaled Shape rather than processing the original all the time.

`Rotate shape#1,angle`
Spin a Shape around – the angle value will define how much. Using a number in the range 0 to 1, where 0 is no rotation, 0.25 is 90 degrees, 0.5 is 180 degree and 1 is back to where you started. Again, copy the rotated shape before using it – rotation takes time, so perform all the work before the program starts rather than during it.

sion of Blit which remembers the shapes in a special 'queue'. When you use the Unqueue command, Blitz automatically erases all the ships. Listing 2 demonstrates this in action.

The important commands are Queue 0,8 – which sets up a queue (numbered 0) to hold up to eight items. Then QBlit is used to draw all the images, and finally Unqueue erases them all.

QBlit queue#,shape#,x,y – the queue# is the number of the queue defined previously, not the number of the Shape in the queue – that's handled automatically.

Neither of these Blits work if you have a nice fancy backdrop (drawn in *Deluxe Paint* and loaded in, or created with early *Blitz* instructions). In fact, the blitted shapes corrupt the backdrop horribly. What we need is BBlit!

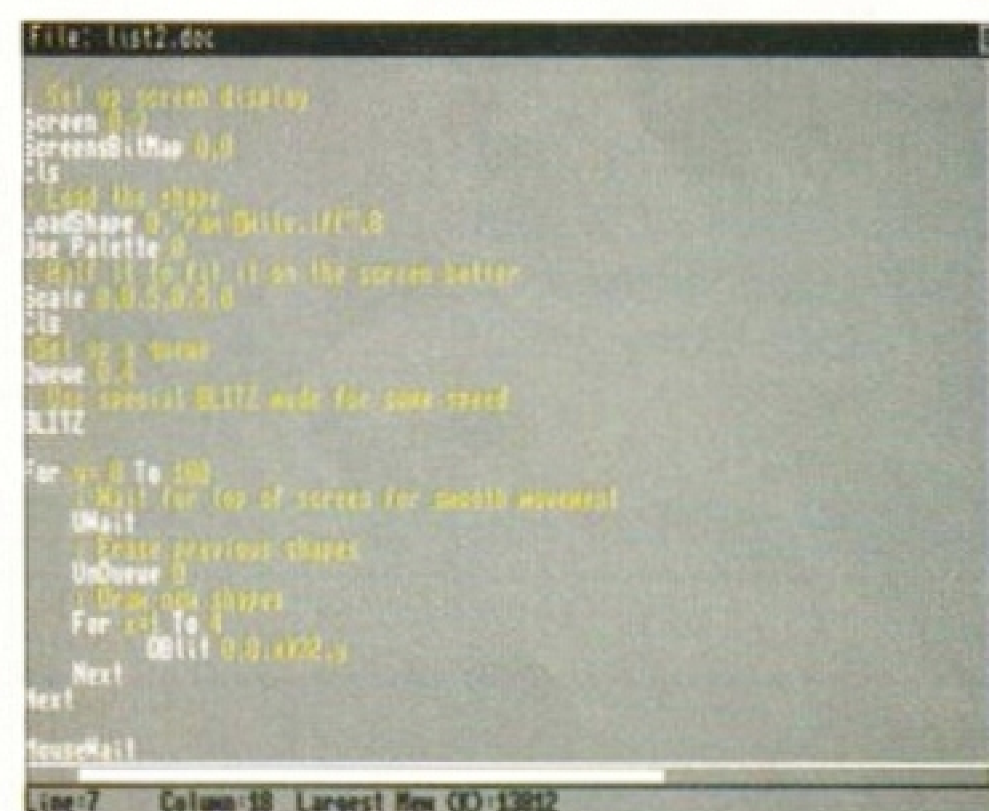
BBlit stores what is underneath a Shape before it is Blitted, and redraws it when the Unbuffer command is used. This is a very simply way to animate shapes over a backdrop, and we used it in the *BlitzOut* listing last month. The great thing about this approach is that, unlike the Blit command, you don't have to worry about refreshing the background bitmap when you move objects. Because the background is held in a buffer, *Blitz* automatically redraws the background bitmap.

You might be wondering why I've bothered using procedures, or statements, in such a simple program. Well, there's no denying that the listing would have been considerably shorter without the statements, but I think you'll agree that it's an awful lot easier to see what is actually going on if they are included. Check out the main statement, Game{} – it consists of little more than other statement calls, and since they all have sensible names the listing almost describes itself. So, try to use statements when you are writing your own programs. They are very easy to use and can make your programming life a lot easier. And what's more, they also all follow the basic skeleton of: Statement Example{} SHARED a,b,c... (code) End Statement.

The name of the statement is always followed by two curly brackets, even when it is being called. If you want to pass any values into the statement (something we haven't done yet) you list them inside the brackets.

You MUST include the brackets, even if no values are listed. You must also define the statement before you try to call it.

Normally, any variables that are used in a statement are unique: that is, every variable called X inside different statements can store different values. If you need the statements to use the same variable – for example, the score – you must declare the variable as one which is shared. If you find that odd things are happening in your programs, then make sure that you have Shared only the variables that you meant to.


Writing listings in *Blitz Basic* is fairly easy, but it's always worth including your statements.

BLITTING SHAPES

```
; listing 1 - Loading a shape

; Set up the screen display

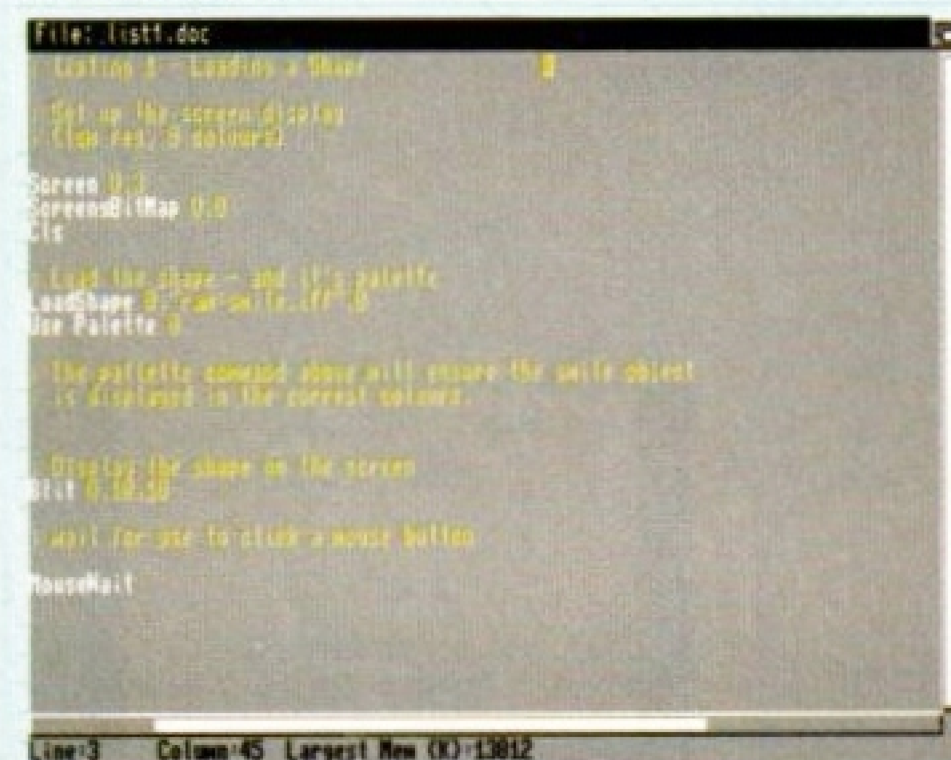


Screen 0,3
ScreensBitMap 0,0
Cls;

Load the shape - and its palette
LoadShapé 0,"df0:smile.iff",0
Use Palette 0;

Display the shape
on the screen
Blit 0,10,10

Mouse Wait
```


The Blit command is the easiest way of copying shapes to screen, but it's not always the best way.

QBLITTING SHAPES

```
; Set up screen display
Screen 0,3
ScreensBitMap 0,0
Cls
; Load the shape
LoadShape 0,"df0:smile.iff",0
Use Palette 0
; Half it to fit it on the screen better
Scale 0,0.5,0.5,0
Cls
;Set up a queue
Queue 0,4
; Use special BLITZ mode for some speed
BLITZ

For y= 0 To 160
    ; Wait for top of screen for smooth movement
    VWait
    ; Erase previous shapes
    UnQueue 0
    ; Draw new shapes
    For x=1 To 4
        QBlit 0,0,x*32,y
    Next
Next

MouseWait
```

GIVE YOUR MODEM A TURBO BOOST

Richard Baguley investigates the new breed of faster modems which could make your phone bill cheaper.

One thing that worries many people about Comms is the cost. After all, phone calls are still expensive, and it's easy to spend a long time on the phone to a Bulletin Board System (BBS) without realising how you are jacking up the phone bill.

With a bit of care you can keep the phone bill down to a minimum, but you are always going to be limited by the speed at which your modem can send and receive data.

If, like me, you started out with a second-hand modem, you'll be used to spotting a file you want on a BBS, setting the download going and then nipping off for a cup of tea while you wait for the file to download. V.22bis modems are certainly cheap these days, but would you be better spending more and getting a faster modem?

Having an incredibly fast and decidedly flash modem is all very well, but what use is it if you can't talk to anybody else with it? This is where an organisation called the ITU-T (International Telecommunication Union-Telecommunications sector) comes in.

Most of the big modem manufacturers (such as Hayes and US Robotics) are members of this organisation (formerly known as CCITT), which defines the standards by which modems talk to each other. These standards are, for some bizarre reason, known by numbers such as V.32bis.

As the technology improves, the ITU-T defines newer, faster standards. Several new modems use the V.32 terbo standard, and the ITU-T is now putting the finishing touches to the next standard: V.34 or V-Fast.



The Supra Fax Modem 288 – a new range of super-fast modems that will take Comms into the 21st Century.

V.32 terbo is based on the same technology as the standard V.32bis, but it has been improved to allow data transfer speeds of up to 21,600 bits per second. V.34 uses a completely new method of compressing data which means that with a good phone line and a following wind, the two modems can send data between them at a speed of 28,800 bits per second – double the speed of a typical V.32bis modem.

You should also bear in mind that the speed of data transmission with these modems means that some older machines won't be able to handle it. Anybody using an A1200 or above should be OK, but a bog standard A500 may have a problem. But don't look on it as a problem, more as another excuse to buy that new machine or accelerator that you've been promising yourself.

Not only can a V.34 modem send data at a very high speed, but the V.34 standard also allows the modems to slow down if the quality of the phone line suddenly deteriorates. At present, this standard has still not been ratified, but several manufacturers have already started producing their own modems using the latest version of this new standard.

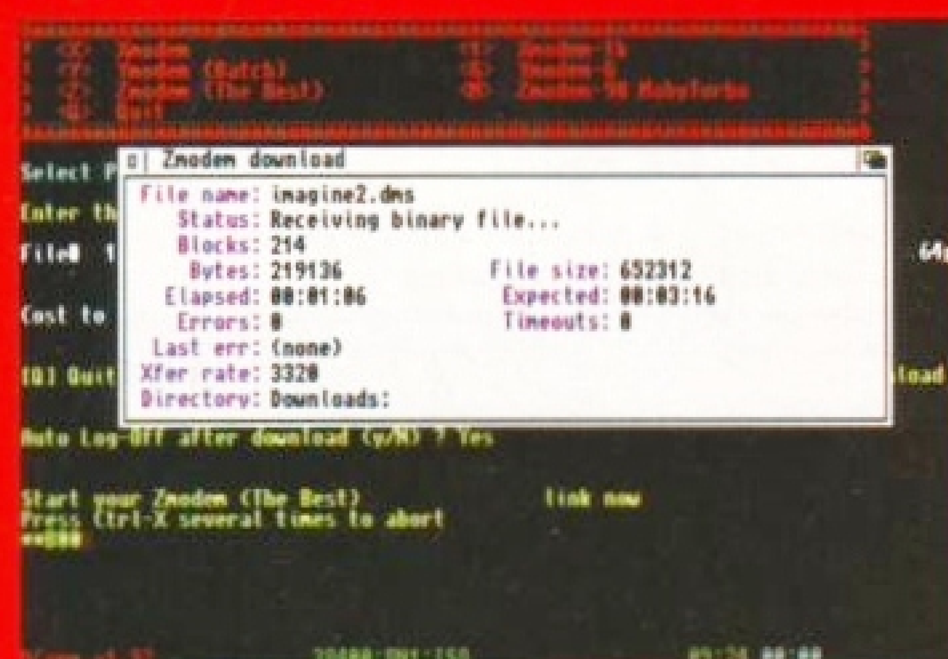
These modems are referred to as V-Fast Class. Supra have recently launched the Fax Modem 288 (£280.53 from 1st Choice Computer Centre, 0532 319444). This will be upgradable to V.34, but only if you send the modem back to Supra in the States. You should also bear in mind that this modem is not BABT approved.

US Robotics have also announced a brand new addition to their Courier range of modems which include the V-Fast Class, and which can be upgraded to the V.34 when the standard is finalised. The future of Comms is looking good, and it's going to be fast...

WHEN WE SAID...

That the World Wide Web address of the "Roman palace in Ex-Yugoslavia" was http://www.ncsa.uiuc.edu, what we actually meant was that the address was http://www.ncsa.uiuc.edu/SDG/Experimental/split/split1.html. Apologies to anybody who used the address and was surprised to find themselves in the National Supercomputing Centre instead of the palace of Doicletian.

COSTING MATTERS



Many a hardened Comms freak will shed a tear at the speed of the download from this V-Fast Class modem.

	Speed	CPS[1]	Time[2] (Secs)	Cost[3] Local	Cost[4] Long
V-Fast Class	28,800	3,300	70	5	5
V.32 terbo	21,600	2,800	90	5	10
HST	16,800	1,800	128	5	10
V.32bis	14,400	1,400	160	5	10
V.32	9,600	850	260	10	15
V.22bis	1,200	400	540	15	30

The graph on the right shows how long a 235K file would take to send or receive using various types of modem, including the new V-Fast Class modems. Although the figures are based on readings from my experiments with various types of modems, please don't think of them as gospel. The speed at which data is transmitted or received varies very much, depending on factors such as the quality of the telephone line and the distance over which the signal is being sent.

1 - The number of characters transmitted per second.
2 - The approximate time taken to receive a 235K file (assuming a decent quality phone line) in seconds.
3 - The cost of receiving this file as a local call (cheap rate).
4 - The cost of receiving this file as a long distance call (cheap rate).

MAILBAG

Steve Jarratt chooses a selection of the most incisive, witty and pertinent missives from this month's almost indecently bulging *Amiga Format* postbag. Send your letters to: Letters To The Editor, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

CD-ROM TOMORROW?



The very excellent Amiga CD^{32} magazine is essential reading for CD^{32} gamers.

I recently purchased two magazines by Future Publishing, *CD-ROM Today* and *Amiga CD32*. The former covered CD-ROMs on the PC and Mac, the latter concentrated on the CD^{32}. What a contrast! *CD-ROM Today* was full of interactive discs on encyclopaedias, books, films and Photo CDs, and *Amiga CD32* was full of games.

We keep complaining that no-one takes the Amiga seriously (it's just a games machine) and this gulf in software proves it. Will the Amiga CD-ROM have interactive and educational software like PCs and Macs? And if these machines can show small video clips then why does the Amiga need FMV to make it a success?

I will watch the CD-ROM development with interest over the next few months. Not everyone uses the Amiga to play games, and if serious CD-ROM software does not materialise, then I will have no alternative but to trade in my trusty expanded A500, not for a new A1200 but for a PC.

Brian Tooze, Mid Glamorgan

It's glaringly obvious why the Amiga CD32 magazine was full of game reviews: the CD^{32} is a games machine. It has no pretensions to any serious activities – it doesn't even have a keyboard!

Hopefully, the advent of the various CD drives and CD^{32} interfaces for the A1200 should put the Amiga on the CD-ROM trail, with serious CD applications to follow.

The video clips displayed on Macs and PCs are average quality, usually limited to small windows; MPEG is full screen, near video quality at 25 frames per second. FMV isn't exactly vital though; it's more the icing on the cake.

HALLELUJAH FOR AF

The *Indexer* program on the *AF59* Coverdisk prompted me to dig out the last few copies of *AF* to add them to the index, and it was while doing this that I came across the following:

a) In Demo Zone, Issue 55, Stephen Bradley asked: "Why does the audience stand up when they play the *Hallelujah Chorus* bit of *The Messiah*?" After much research and investigation, I came up with this:

On March 23 1743, at the first London performance, King George II (who was in the audience) was so moved by the piece, that when the *Hallelujah Chorus* opened he stood up, and the whole audience followed suit and started a tradition which is still maintained.

b) In Issue 54 there was an excerpt from *Amiga Power*, and in their letters page a guy asked some technical questions, and being a games dedicated magazine, they just laughed at him! Well, I read the *AF* letters page in the same issue and there was the same letter, but this time *AF* answered the poor guy's questions – well played *AF*.

Joe Zarb, Cleveland

See, Amiga Format *is both entertaining and educational. And nice, too.*

ANOTHER SATISFIED CUSTOMER

The *Syndicate Missions* disk with *AF57* was really, really crap! I had been reliably informed by other people that the *Syndicate Missions* disk was to have some new weapons included, such as the Airstrike. So why weren't they in it?

Kevin Roberts, Worcestershire



Not everybody was satisfied with our fab *Syndicate Missions* Coverdisk.

Well, perhaps it's those 'other people' who are really, really crap for unreliably misinforming you about the new weapons.

FILTH COLUMNISTS

I've noticed that in recent issues you have given some of your writers a column of their own in which they rant on about whatever's bothering them that month.

There's nothing wrong with that I suppose, but at the bottom of the column someone has decided to add a little piece declaring that what was preceding may not have necessarily been the opinions of *Amiga Format*.

Could you take a little time to explain this please? One minute you are saying:

'We are the fearless *Amiga Format* team! We pander to nobody! We say what we think and to hell with the consequences.' And the next it's:

'Please don't sue us. It's not our fault. We just wanted to stir up a bit of controversy, honest! No hard feelings, Mr Big Advertiser; oh and sorry about the bad language.'

Let's face it, the readers don't expect that every word your writers submit is discussed at length and stripped of its individuality, so why do we need these disclaimers?

Ending on a lighter note, can somebody please tell me what E&OE means? It's at the bottom of most of your advertisements and I have been pulling my hair out trying to work out what it stands for.

Gary Miller, Kent

The disclaimer is there because, oddly enough, the views of those columnists aren't necessarily shared by the Amiga Format *team – simple as that. It doesn't mean that we're distancing ourselves from them; in fact the magazine is still legally accountable for everything they say.*

We're prepared to give space so that Tim Smith and Jeff Walker can air comments, which may, or may not, be justified. It doesn't necessarily follow that we agree wholeheartedly with them.

E&OE stands for Errors and Omissions Exempt. Basically, it means 'don't quote me, I might have got it wrong'. Maybe we should just put E&OE at the end of the columns…

SHUT YOUR TRAP

Why have Commodore done this to their loyal A1200 owners? They've given us the CD-ROM drive we always wanted, but what about expansion?

Do Commodore expect their users to constantly keep unplugging their upgrades, so they can plug in a CD-ROM and go back to a slow and limited system? Or will some third party developer bring out an adaptor so two sockets can be plugged into the expansion port, meaning we'll have to put our Amigas on stilts to clear the trapdoor?

Why didn't Commodore use the totally useless PCMCIA slot to take the CD-ROM data into the Amiga? OK, so the card slot is only 16-bit, but I'm sure it could handle the slow data transfer of a CD-ROM (about 300K at best), thus leaving the trapdoor expansion slot free for the expansion duties it was meant for?

Neil Harris, Shropshire

Well, no sooner said than done. This issue we take an exclusive in-depth look at the new Zappo CD-ROM drive from Indi Direct, which uses the much-maligned PCMCIA slot. Turn to page 98 for the full spec sheet.

SOFTWARE PLIGHT

Is it me or is the content of *AF* getting less and less as the months go by? There were hardly any game reviews in the last few issues. Could this be a knee-jerk reaction to the demise of Commodore? I hope not, because the Amiga is a mighty machine, and I would hate to sell it to get a PC.

I've had an Amiga since 1987 and although I am loyal to the machine, I would not like to have a computer with no software for it. The Amiga doesn't seem to have as much prestige as the PC and many PC owners scoff at the speed of Amigas. But when you see how much it costs to buy a 33kHz PC, the increase in speed is hardly surprising.

Commodore should go about

Continued overleaf ➡

THE BITS ON THE SIDE...

In your opinion, are we, the readers, getting good value for money from *Amiga Format*? In your position you'll be screaming 'Yes! Great magazine, great disk, what more could you ask for?' Well, I should think a few more pages devoted to us and not the advertisers. Issue 60 has approximately 50 per cent advertising. Is this the norm?

Paul Rose, Co Antrim

Yes – and many mags have 60/40 splits, adverts to editorial. Amiga Format *relies on the advertising revenue to pay for the costs of producing such a large magazine. If we kissed goodbye to the ads,* Amiga Format *would rapidly be reduced to being just a bi-monthly pamphlet.*

I am a camel. Don't laugh. The Amiga is taking off in a big way for us camels.

In fact, I am setting up the Computing Camels Club (CCC), which is a user group especially for all those dromedary Amiga fans out there. If you want to join send to: An Oasis, The Sahara Desert, Egypt, Africa.

I think *Amiga Format* is the greatest, although it's rather hard to get hold of out here in the Sahara.

Cuthbert The Camel, Egypt

You know, I always thought camels were just full of water...

I have just bought an A1200, and I'm finding that it transmits on a Long Wave frequency around 200kHz. This is the same as Radio 4, thus forcing me to re-tune to 92.5 FM. Is this yet another underhand trick by the BBC to get the Long Wave Radio 4 listeners to change to FM? I feel the country should be told.

SJ Stockley, Dorset

Maybe if we could get Commodore to tweak the signal so it transmitted on 1215 Medium Wave Richard Branson would buy the company...

People will think I'm insane for saying this, but if Commodore had kept faith with the trusty old A500 as well as the machines they have today, they would be better off. I feel Commodore have left most of us Amiga owners in the lurch by abandoning us for 32-bit machines.

Alan Gardner, Worcestershire

No: if Commodore had spent time and money supporting old technology, they would have been in a much worse state than they are now. The price of progress is obsolescence – and the A500 technology is now eight years old!

Is it true that an *Amiga Format* CD32 magazine has been launched? And is it reasonable to assume that CD32 reviews may just possibly belong in this CD32 magazine? If so, why do I find numerous pages of your mag filled with CD32 reviews?

Ross Mutrie, no address given

Amiga CD32 *magazine was a one-off* Amiga Format Special, *dedicated to CD32 gaming. However, the mag has now sold out and is only available (in limited amounts) through AF's back issues service (page 133). Irrespective of whether* Amiga CD32 *was on sale, or whether there will ever be a second issue, AF will continue to support owners of the Amiga CD32 machine. So there.*

Could you explain why there's such a massive price difference in software from place to place? I've found one dealer selling *DPaint 4 AGA* for a remarkable £39.99, but at another one it costs a stinging £69.99.

TM Dennigan, Bristol

Companies charge different prices depending on lots of factors: where they get their stock from, what offers they have on, what loss leaders they are promoting, and what after-sales service they offer. It really does pay to shop around.

THERE'S ROM FOR IMPROVEMENT

I can't share *AF*'s enthusiasm for the CD1200. I've been reading all this CD hype from the beginning and I think it's a lot of crap. In my opinion, CD-ROM will never be a success because it's not flexible.

The thing is Read Only and as a more serious user this is something I hate. What's better than a hard disk you can fill and organise the way you like? How can you to do this with CD?

Luc Stynen, Belgium



CD32 will become a really powerful force, with titles such as *Mega Race*.

I think you've missed the point: CDs aren't meant to be hard drives; think of them as huge floppy disks. True, you can't write to them, but then it's rare that you write to the same floppy disk that your games or utilities come on. Now you have 650Mb of data – with CD-quality music and Full Motion Video – at your disposal.

I was never a great fan of the CD format, but with titles like* Mega Race *(previewed this issue) the silver disc is really starting to come into its own.

⬅ raising people's awareness of Amigas first to show it is not just a games machine, but also a strong contender for serious applications.

Tat Sing Kong, West Glamorgan

The Summer season is traditionally a time of low output by software houses. Computer users are considered to be on holiday, sunning themselves or enjoying the countryside, rather than sitting in darkened rooms using their beloved machines. And whether this is cause or the effect, it means that software – especially games – becomes rarer during the Summer months.

PC owners might scoff at the speed of Amigas (with no good reason, I'd add), but Amiga owners have plenty more to scoff at: like how difficult it is to do anything on a PC; like how you can't even rely on your sound card to work properly; like how you have to go fiddling around with the memory management just to get games to run; like just how crap Windows is; like how dreadfully unfriendly DOS is; etc, etc...

A4000 ANGST

Thank you for a depressingly informative article in the *Amiga Shopper* Supplement (*AF59*). I have been an Amiga user for the past two years and was looking forward to trading in my trusty A500+ this Autumn for an A4000. That was until Amiga experts Toby Simpson and friends – after explaining the importance of keeping low-end Amiga users like myself loyal to the Big C – implied that anyone dense enough to shell out more than £1,000 for this excellent machine must have more money than sense.

OK, the A4000 is overpriced. But wouldn't it be better to tell readers what makes it worth spending that little bit extra? If, as Toby Simpson seems to believe, the A4000's price is completely unjustifiable, we may as well all move on to PCs and have done with it.

May I wish Toby Simpson well with his new, 'sub-grand' 486 with free monitor, hard drive and anorak.

Davey, Nuneaton

I'm not sure where Toby Simpson shops for his Mac hardware – I've never, ever seen an 040-based Apple Mac with a monitor, CD-ROM drive, 120 meg hard drive, eight meg of RAM for less than a grand. Less than two, maybe...

Admittedly the 040 A4000 is a pricey piece of kit, but you get what you pay for. No matter how good the kit is, the fact is

WINNERS

Amiga CD32 magazine HMV Competition
A copy of every CD32 game released this year goes to:
Ian Sherwood, Banbury, Oxon.

Amiga CD32 Coverdisc
The Amiga CD32 gold disc was won by:
Ashley Reid, Worthing.

Video Creator Competition
A copy of Video Creator, a Panasonic TX25X1 colour television and a Panasonic Superdrive video recorder go to:
Ray Lyles, East Croydon, Surrey.

RUNNERS UP
Copies of Video Creator go to:

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Allan, Launceston, Cornwall.

Michael Graham, Cockermouth, Cumbria.

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David Campbell, Edinburgh.

I Hinks, Stockport, Cheshire.

Philip Walthew, Manchester.

Julie Scullion, Tettenhall, Wolverhampton.

Gary Davidson, Carlisle, Cumbria.

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Richard Quinney, Colchester, Essex.

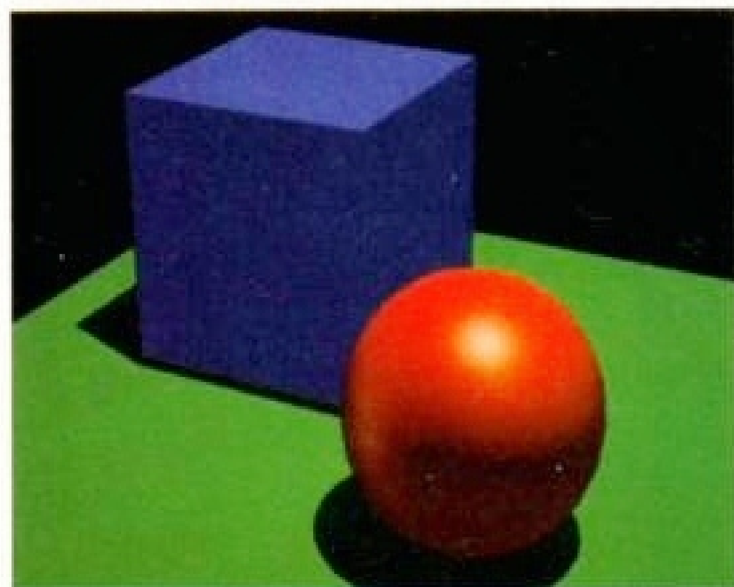
J Bage, Emmer Green, Reading.

Lucky, lucky...

that the A4000 is simply not a mass market machine and cannot compete with the prices of machines like PCs and Macs that sell, not in the thousands, but in the millions. But then if you want a Ferrari, you don't pay Ford Escort prices.

Still, with Commodore about to enter a new chapter in their history, maybe we'll see the high-end Amiga hardware get improved marketing, increased support and more believable price points – maybe even a CD-ROM drive.

BUT IS IT ART?



Would Salvador Dali have given half his moustache to do this in *Imagine*?

I read with interest the article in *AF60* about different paint programs. Some of the effects are quite spectacular, but are they really recognisable as computer art?

I think it's strange that computer artists feel the need to duplicate the effects that traditional artists have been using since painting developed. Should we not develop our own effects and styles?

We have the ability to create a whole new world with the computer; the ability to create things surreal beyond belief and to give them complete realism, so that even the most incredible things can become believable. My particular secret is to hide one object inside another in my masterpieces created with *Imagine*! Salvador Dali would probably have given half his moustache for a copy of *Imagine*.

I think that future computer art will probably have to show moving images, not static objects. So an object will have to be created and rotated against a fixed background, or a simple animation could be set up, running behind the object.

Malcolm Rogers, Suffolk

Computer art has already set its own standards and aesthetic values. For instance, the work of John Lassiter and William Latham simply could not have been produced any other way. Similarly, any image that is produced using Imagine, Lightwave, Personal Paint *or* DPaint *has its own characteristics that are difficult to reproduce using conventional media.*

But any tool, whether it be a stick of charcoal, an airbrush or a paint package is only a means to an end: the finished picture, image or animation should stand alone as an artform, not simply as an example of what those tools can do.

TAKING THE MARKET FROM BEHIND

One half of Commodore doesn't seem to know what the other half is doing – they couldn't even market communal wine to the Pope!

What is the point of producing a CD drive for the A1200 at a major exhibition for all to see, and then announcing that they're not going to launch it for months and months?

Commodore US have gone down the pan, the CD drive is wishful thinking and still when I go into my local high street retailer all they have running is Workbench. Pathetic...

I suggest that Commodore get the clever person who hijacked the huge billboard outside the Sega HQ at Christmas to come up with another brilliant idea. The slogan, 'To be this good will take Sega ages', was intelligent, witty and an excellent piece of showmanship.

Commodore cannot afford to rest on their laurels and I think that it is your responsibility as enthusiasts to make them aware (because they obviously aren't) that staying at the top is more difficult than fighting from behind.

Jason Besant, Devon

For the last year or so, the only thing Commodore have been striving to achieve is survival, so it's hardly surprising that things like marketing and advertising have maybe had to take a back seat. But Commodore had better find a new owner – and soon – otherwise fighting from behind is the only option they'll have.

DRIVING GAMES

Where are all the A1200 games that were expected to be available by now? It's about 18 months since it was released, and there are only about 40. The CD32 has been around for half the time and already there are over 50 games for it.

Although the A1200 has been selling by the byte-full, with the news that the CD-ROM for the A1200 is about to become a reality, is there not a possibility that developers and programmers will abandon floppy disk games for the A1200 in favour of CD games?

At the launch of the A1200 one of its benefits was said to be ports of PC games. This doesn't appear to be happening. Month after month games are released on the PC and don't find their way on to the Amiga, yet there is a steady stream of Amiga games being ported over to the PC.

DJ Curtis, Hampshire

It makes perfect sense for code shops to develop on CD – with the advent of A1200 CD drives they are able to reach a larger audience. It's possible that the size of the CD32 market wasn't large enough to warrant a PC port-over; again, A1200 CD drives should change all that.

THE MAN AT THE TOP

Commodore UK managing director David Pleasance answers your questions.



BUILD A BETTER WORKBENCH

We are firm Amiga users and support Commodore greatly, but we feel that Workbench is lacking in its content. Although it's adequate to a new user, it doesn't fulfil the needs of a more experienced user.

There are also a few minor bugs in the system software, such as the icon and palette editors only using the first eight colours of the palette, and the icon editor being limited to small icons. On many occasions the icons aren't sized correctly, which means we are forced to use other icon editing programs. You should supply more datatypes for use with *Multiview* (such as JPEG and GIF), and incorporate a scaling option so that you don't have to keep flicking between the higher resolution screen modes, and add options to save the pictures off to different file-formats such as TIFF and JPEG.

We use various Public Domain programs such as *DiskSalv* and *ToolsDaemon* to enhance Workbench, and we think that these would be a valuable addition to Workbench. Why couldn't you include similar PD utilities. Also, why couldn't you team up with Future Publishing, for example, and include some reference manuals, because the Workbench manual and the User's Guide are inadequate and don't go into much detail about how to use your machine to the full? Why do you include *ARexx* as part of Workbench, yet do not include the *ARexx* manual? Now that the AAA machines are underway, will the low-end machines be capable of handling 3D polygons?

Terry Wilson and Tim Dunne, Redditch

Palette and IconEdit were designed to only use eight colours, the first four and the last four of the current palette. This allows programs which open on Workbench to allocate their own palettes without changing the Workbench palette. An excellent example of this is the WBPattern preference which enables you to load a multicolour picture as a backdrop, without affecting the Workbench text and icon editors.

As you say, IconEdit is a basic tool with some restrictions. However, these restrictions have encouraged Amiga programmers and developers to produce icon editors with far more features than could have been included in the supplied editor in the time given.

The supplied datatypes handle most of the recognised Amiga file formats which are adequate for the majority of users. However, this is an excellent opportunity for third party developers to produce new datatypes for other file formats, as is already happening, and make them available on Bulletin Boards or in the Public Domain.

Your suggestions about Multiview will be passed on to our software engineering divisions for their evaluation. Because not everybody wishes to use the Amiga to the level that you do, it does not make commercial sense to add further cost to every machine. The same principle applies to ARexx manuals which are supplied with our A4000 range – because clearly this machine is purchased by serious users – but are not supplied with the A1200 because the additional cost would have to be passed on to users who do not use ARexx.

Including PD utilities with our machines is not possible because our support divisions would not be able to support these programs without extensive evaluation; and given the ever-changing nature of PD software it would be impossible to constantly supply the latest versions of the software. Finally, we tend to develop our high-end workstations first, then through the process of cost reductions migrate the technology down to our mass market products.

GALLERY

Our readers are so very talented that we felt the *AF* Gallery deserved its own page! Jason Holborn takes us through this month's masterpieces...

BATMAN

By Stephen Clarke, Thornton Heath

Wow! This guy has some serious talent. Believe it or not, this picture has been hand-drawn using nothing more than an A1200 and a copy of *DPaint 4 AGA*. The picture was sent in by Stephen's wife Josephine – and he doesn't know! Look's like you're in trouble, Josephine!

£25 winner

There's a £25 mail order voucher for the best Gallery pic every month. Send your entries to: *Amiga Format* Gallery, 30 Monmouth St, Bath, Avon BA1 2BW.

FALCON OF COMPTECH

By Keith Rhodes, County Durham



Cartoon-like techniques clash with a stark and almost disturbing image. Note the clever use of the glasses which draw attention to the eyes, and the basic, yet very effective, lens flares which help to give the jewels the impression of shininess.

FISH

By Ryan Wade Morse, Milton Keynes

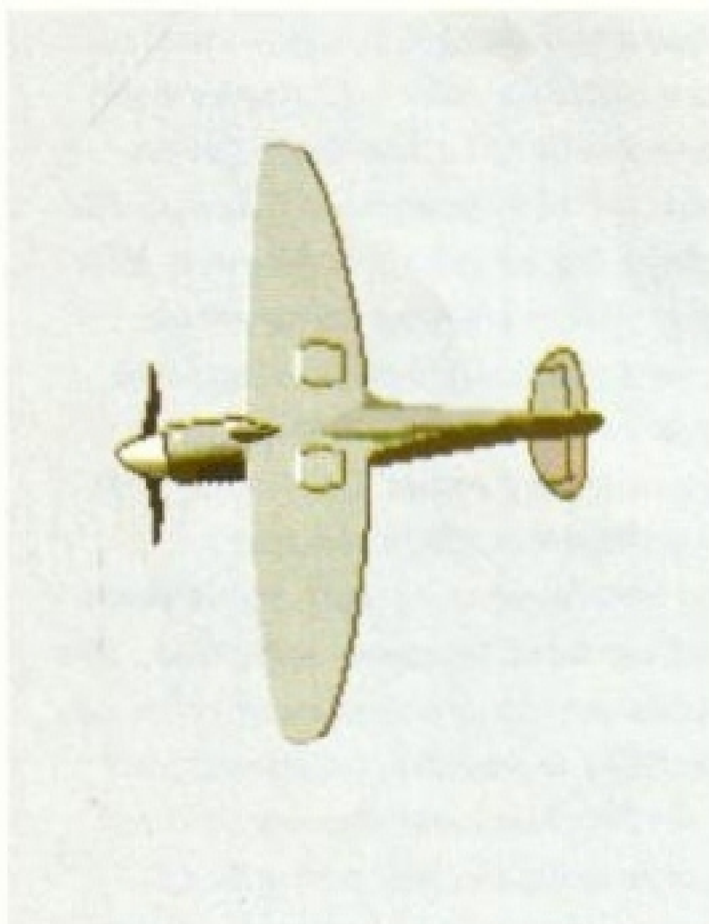


Ryan's Fish was produced on an A1200 running *DPaint 4 AGA*. Although it uses a limited colour palette, a large number of shades are used to give the image depth. The overall composition is very much in the style of early Chinese art.

DOGFIGHT 1944

By Kevin Wafer, Surbiton

Here's how Kevin Wafer's Spitfire was drawn.



1 Using the *DPaint* Line Draw tool, construct the outline of the fighter. Then fill it in and add the shading by using a combination of the Freehand Draw tool and a Medium Zoom.



2 Now add the major detail and shape proportions with cut and paste. Tidy up the pixel stepping with anti-aliasing switched on in High Zoom mode.



3 Add background with filled boxes. Add the major clouds with a medium-sized Circle Brush.



4 Add cross hatching to the cloud boundaries to increase the apparent number of colours, and to produce a smoother transition between the clouds and sky. Finally, add minor detail using the Freehand Draw tool and Zoom Mode.

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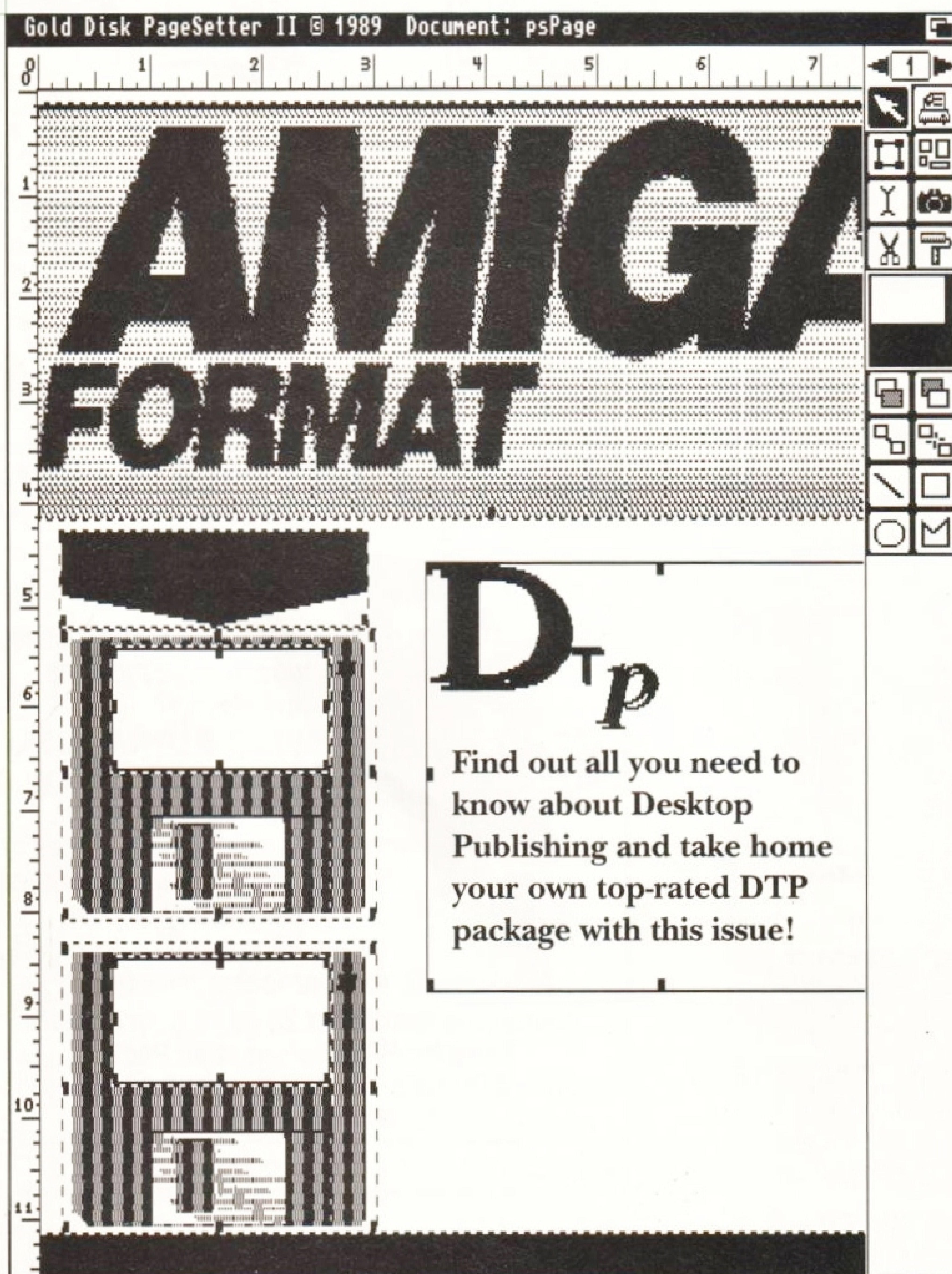
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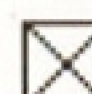
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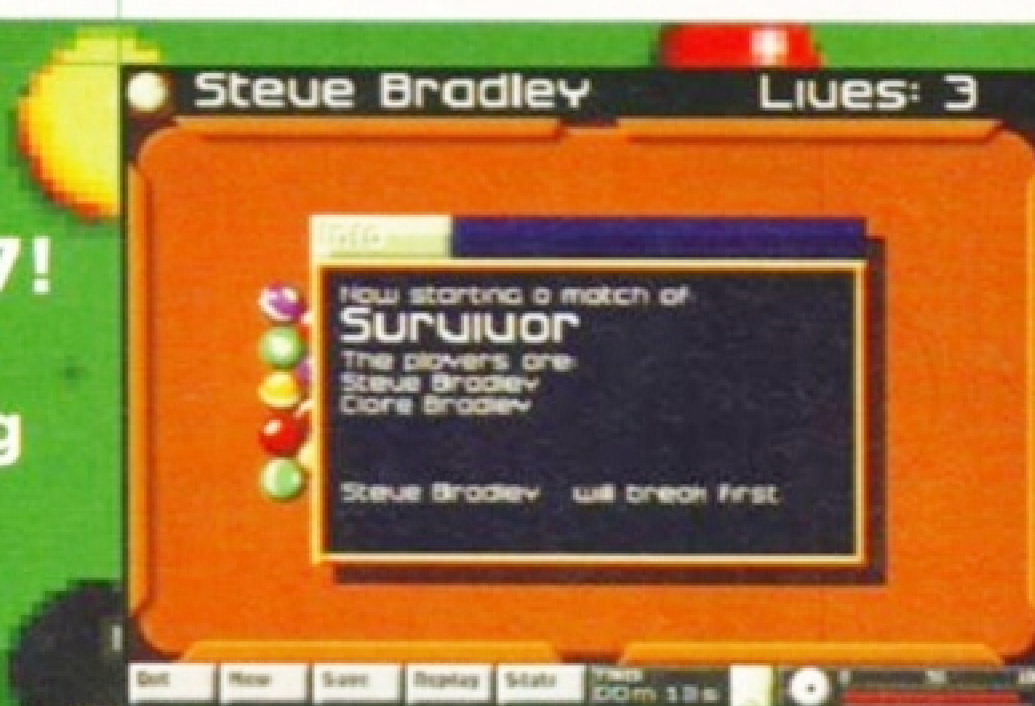
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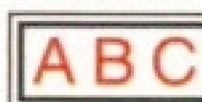
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